

Video Game Tricks • Codes • Strategies • Previews

Over
2375
Cheats
Inside!

EXPERT GAMER



TONY HAWK'S
PRO SKATER

Get All the Tapes, Pull Off
Wicked Tricks, Do a 900!

**PERFECT
DARK**

Early Coverage of
NG4's Greatest Game!

**MEDIEVIL
II**

Boss Strategies and
Chalice Locations!

**DEAD OR
ALIVE 2**

Super Moves and
Special Combos!

VAGRANT STORY

Square's Latest RPG
Revealed In-Depth!

X G 7 2



NEW TRICKS!

- Cyber Tiger
- GoldenEye 007
- Syphon Filter 2
- Ghosts 'N Goblins
- WCW Mayhem
- Dead or Alive 2
- and More!

**ALL-STAR
BASEBALL
2001**

Dominate the Diamond!



TRADING CARD GAME

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HOT PREVIEWS! Legend of Mana, Space Channel 5, Tony Hawk 2, Marvel vs Capcom 2!

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Inside XG

MEET THE STAFF

EXPERT GAMER

JUNE 2000

NUMBER 72

EDITORIAL



Dan Leahy
Editor in Chief
dan_leahy@zd.com

Dreamcast, N64 Fine For Summer School

After having spent the majority of the last few years with PlayStation blunders on, I'm realizing that all good things don't necessarily come in CD-ROM format. Two of the best games to pass through the office of late, **Perfect Dark** and **Excitebike 64**, are cartridges. Heck, even the best baseball game of the current crop, **All-Star Baseball 2001**, is on N64. For action and adventure, I've been

spinning Sega's lovely GD-ROMs at a furious clip. **Resident Evil Code: Veronica** is a fantastic game, and the DC version of **Tony Hawk's Pro Skater** (featured in this issue) is very impressive. With Sony's U.S. release of PS2 looming like an apocalyptic haze over the gaming industry, it's hard to look at current offerings with the same amount of zest. It's almost as if I've graduated PlayStation school and am taking a summer off. When the bell rings again this fall, I'll be ready for some new classes. Hope the PS2 is as good as my old teacher.

- o **Wanted:** Palm Pilot (no jokes, please)
- o **Current Favorites:** *Excitebike 64*, *Perfect Dark*, *All-Star Baseball 2001*.



Andy Baran
Sr. Associate Editor
andy_baran@zd.com

Andy survived his wedding and was able to enjoy nine wondrous days of honeymoon in Disney World. If you were there, you may have spotted his *Expert Gamer* shirt. One reader did, and forced him into giving an impromptu autograph. Andy got a lot of use out of his NeoGeo Pocket this month, but now he can't wait for a Capcom VS SNK game for the Dreamcast.

- o **Wanted:** A decent night of rest
- o **Current Favorites:** *Capcom Vs SNK Card Fighters*, *RE Code: Veronica*



Greg Sewart
Assistant Editor
greg_sewart@zd.com

After spending half the issue sleeping under his desk in order to finish Square's **Vagrant Story**, our "favourite" Canuck is off to *EGM*. Fear not, gentle readers, we're sure Dan will rope him into doing a few more racing strategies here and there. Besides, this magazine won't be nearly as pretty without his beautiful smile adorning this editorial page each month. Au revoir, monsieur Sewart!

- o **Wanted:** BMW Z3
- o **Current Favorites:** *Ridge Racer V*, *Vagrant Story*, *Metal Gear Solid*, *Snatcher*

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Deputy Editor

o **Team "What the?":** The guys are getting scared now that they've started to notice Trickman Terry making strange burping sounds whenever an XG senior art director suddenly "leaves the mag."

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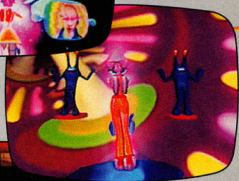
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THE TRICK GUY

THE WORD GUY



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*No Morollans are actually harmed in this game. Their little souls are returned to the planet Morolla where they are recycled and go on to live happy, productive lives.

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XG'S CHOICE FOR THIS MONTH'S BIGGEST GAME

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Long missing from the pages of XG, this killer game finally gets its due. You'll flip over this strategy.

Feature Strategies

EVERYTHING YOU NEED TO KNOW TO BE AN EXPERT GAMER

68 MediEvil II

Sir Dan is back to his dashing ways for another festive romp. We'll get you through all the tough spots and give you all the Chalice locations. It's spooky how good this strategy is.

74 Dead or Alive 2

Bouncy babes bashin' things with their fists and feet. Say that five times real fast. Seriously, though, DOA2 is a great fighter and we've got the moves to make you a hardcore playah.

92 Vagrant Story

This Squaresoft game could mark the zenith of the RPG genre on PlayStation. Beautifully presented, with a dark and rich storyline, Vagrant Story is a must-have for any serious gamer.

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Don't get left behind the curve! Our Pokémon Trading Card Game strategy will make you the master of your domain. Learn the killer Decks, the promo cards and more.

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PASTY COMPLEXION,
FUNNY ACCENT,
BAD TEETH.
HE'LL FEEL
RIGHT AT HOME
IN LONDON.

Good looks are nice, but they won't help you defeat an evil maniac hell-bent on conquering the world. Lord Palehorn's sinister spell has unleashed a gang of sadistic villains on Victorian London. It's up to Sir Dan to destroy them with his lethal arsenal - Gatling guns, torches, axes, his own removable arm and more. Between mighty battles and baffling puzzles, Sir Dan's facing a deadly challenge. He'll need smarts and some helpful friends - a mad professor, a wily ghost and his Egyptian princess girlfriend - to prevail over an unspeakable horror. After all, a guy can't save the world on bad looks alone.

MEDIAEVIL

A GOTHIC JOURNEY TO DIE FOR.



Your Chance to Sound Off in XG

Questions, comments or gripes?

WRITE:

XG Gamers' Forum
P.O. Box 3338
Oak Brook, IL
60522-3338

or e-mail:
xg@zd.com
Please note: We reserve the right to edit any correspondence, for space purposes or otherwise. If you don't want your name or address printed, just say so—but please include your phone number and mailing address anyway for Letter of the Month contest consideration.

Winners!

• Here are the winners of XG #70's Game Over Contest.

1. Raul Romo
Los Angeles, CA
2. Andrew Coughlin
Ontario, Canada
3. Arturo Suarez
San Diego, CA

• The answer to XG #70's Game Over Contest is:

Bionic Commando

Aerial Reaver

Dear Expert Gamer,

Is there any way to get the Aerial Reaver and the Kain Reaver in Legacy of Kain: Soul Reaver? If there is, please tell me. I have looked all over for it and my friend tells me you can get them. Please help. Also, how do you get the "Fire Glyph"? I can't find it anywhere.

*Kaz the Unruly
Address Withheld*

Sorry, there is no Aerial Reaver. To obtain the Fire Glyph, enter the first water section of Raziel's clan area. Keep going through the underwater caves. You will eventually come to a room with Glyph markings. If you solve the puzzle, the Fire Glyph will be yours.

Perfect Pictures

Dear Expert Gamer,

I've heard that you can use the Game Boy Camera to upload a picture of your face into the multiplayer mode of Perfect Dark. Is this true?

*Marcus Russell
Wolf Point, MT*

Actually, this feature was taken out at the last minute, because the programmers could not seem to work out all the kinks. The effect of the face was barely noticeable, anyway.

Jet Force Gemini

Dear Expert Gamer,

I need help on Jet Force Gemini. I cannot find the Stabilizer or the Radar Dish. Can you please tell me where they are? Thank you.

*Nelson Ripoll
Bigbomby999@yahoo.com*

To get the radar dish, you must travel to the Gem Quarry, which you can reach from Goldwood. If you complete the mission and prevent the disaster, the Tribals will give the part to you. If you are missing a single piece (the Stabilizer), simply head to the pyramid in Mizar's Palace and talk to the Tribal who is putting

your ship together. It turns out that he has been holding the last piece. Remember, you must first rescue all of the Tribals.

Tomba 2 Trolley

Dear Expert Gamer,

Hey, you've got to give me some pointers on the Tomba 2 Trolley event. I've completed every event except for that one (well, that and the Super Trolley...). Please help me.

*Pei
Address Withheld*

Actually, the guys at Whoopee Camp were out to alienate whatever audience decided to buy Tomba 2. It took XG's Todd Zuniga more than 150 tries to finish off the Trolley event and almost 300 to do the Super Trolley. It's absolute game developer ignorance, and there's no real advice except to say that you have to cut every corner magnificently close. Good luck.

Clean Your Ears

Dear Expert Gamer,

I've purchased Jet Force Gemini for the N64 and it's grinding my nerves! I can't find the Ear Plugs to give to Ivanna Bear. I've searched up and down the Palace, the Depository and the Hold. I'm getting desperate!

*Daniel Baskerville
The Middle of Nowhere*

If you look at our Jet Force Gemini strategy guide from issue #66, you'll see that the Ear Plugs are obtained by beating the Floyd Mission found in that area. That's why you didn't see them just lying about.

Sound Track

Dear Expert Gamer,

I am a 15-year-old dude living in the Caribbean on the island of Tortola. I am an avid video game player who likes fighting games, RPGs and adventure. Anyway, I have Tony Hawk Pro Skater for the PlayStation and I just love the music. Can you tell me where I can find the soundtrack if there is one,

Letter of the Month



Ridge Racer V is a fine example of PS2's graphical abilities, and it's only a hint of things to come.

Impatient Gamer

Give New Systems Some Time

Dear Expert Gamer,

Here we go again. Another next-generation system to debate over and scrape up the cash for. My question is if it's really worth it? The PlayStation2 looks like an awesome piece of hardware, but the games that have been since the Japanese launch have failed to grab my imagination. Are we going to have to wait four or five years for development teams to take full advantage of the system's capabilities? Only recently, with games like Quake II, GT2 and Final Fantasy VIII, have we seen the PlayStation pushed to its limit. Don't even get me started on Nintendo 64, which has done little to push the envelope since its first, and arguably greatest, game (Mario 64). It's just hard to believe that the early games will meet the high expectations new owners will have. Give me and the rest of the readers your honest take on this.

*Tracey Cooper
tcoopers19@aol.com*

Well, you make some pretty good points, but think about what you're saying. If you wait until software developers max out a system, you'll be sitting on your hands watching your buddies play a lot of great games. Who cares how simple a game is four years later? Or how outdated the graphics are in hindsight? If you had fun playing Battle Arena Toshinden (which pales next to Tekken 3), then that's all that matters. If you want to be cautious, then do so. We agree that PS2's price tag is steep, and waiting a year to see what happens makes sense. Still, a good game can come along at any point in a system's life cycle.

Tracey won an InterAct Controller for the Dreamcast, Nintendo 64 or PlayStation!





Wanna thrash to the tunes of Tony Hawk? Well, without a soundtrack, you'll have to buy the albums of each band separately.

or can you give me the names of the bands that did the musical score so I can get the full songs? I just love "Superman" and "Jerry Was a Race Car Driver." If you could do that for me, I would be truly grateful.

Dark Phoenix Spawn
kyde@surfsvi.com

OK, Dark Phoenix Spawn (like that's your real name), there's no soundtrack for THPS, but the song "Superman" was done by the band Goldfinger, and "Jerry Was a Race Car Driver" was recorded by Primus. In order to get these songs, you'll have to buy each band's album—to the best of our knowledge, there's no CD out with the both of them on it. Extra news: THPS2, due out in the fall, will have 18 to 20 tracks for you to enjoy while you're skating. Awesome!

Cat in a Tree

Dear Expert Gamer,

Can you help me in Final Fantasy VIII? I'm on the third disk and I just returned to the Earth. Not knowing what to do, I explored the field and I found a place where you can catch Chocobos. I caught one and I decided to explore. Anyway, I discovered the place where Odin was and a got down off my Chocobo. Well, now my Chocobo's gone and I can't get off the island. I looked in the October 1999 issue where you did a walk-through of FFVIII, but I couldn't find

any hint or any way to get off that island without the Ragnarok. Is there a way for me to get out of here without having to restart the game? Please tell me how to escape!

Michael Perreault
Mikecourrier@yahoo.fr

You did what now? You found a perfectly good spacebox and dumped it off for some smelly bird creature? Well, to each his own... The good news for you, bird boy, is that you're not completely out of luck. There is another Chocobo Forest to the north of the Centra Ruins where you found Odin. If Diablos has learned the Enc-None ability, make sure it's equipped, because you've got a long walk ahead of you. Head north, following the easternmost coast of the island, until you reach a mountain range on a small peninsula. Sneak around the western edge of this range to find a Chocobo Forest. We're assuming that you initially found your Chocobo on another island and used it to cross some shallow water to get to where you are, so just go back the way you came to find the Ragnarok.

Remote Control?

Dear Expert Gamer,

I'm really looking forward to the new PS2 and all the improved games; however, after all the stuff I've heard about the DVD hookup, no one's said a thing about a remote control for the DVD movies. I don't know about you, but I really don't want to have to go the system and hit the "Play" button all the time. Which brings up another point—every time I see a picture of the new PS2, there aren't any VCR buttons anywhere on it. Is there some part of the system that I haven't seen?

Steve Rodriguez
New London, NH

Although the PS2 does not currently have a remote control for its DVD function, you will not have to worry about getting up and pressing the "Play" button every time you want fast forward or rewind your favorite DVD movie scenes. All of the DVD functions are accessed through the controller. Pressing the Circle button will access a menu, and from there you can scroll around the different options. There are no "VCR" buttons at all on console itself, just the power and open buttons.

Drumming Up Games

Dear Expert Gamer,

You have probably heard of a Japanese game called Guitar Freaks out for PlayStation. Well, a friend of mine is saying that there's going to be a game that has a drum set instead of guitars coming out for the PlayStation. Is this true? If so, will you hook me up with a copy? Please!

Jeremy Frenier
Ft. Morgan, CO



Your friend is right, Drum Mania from Konami is one of the best Japanese launch titles we've seen for the PS2. And yes, it comes complete with a drum set, sticks

U.S. Top 10

THE 10 BEST-SELLING GAMES OF MARCH

- 1. Pokémon Stadium** (Nintendo/N64)
- 2. WWF SmackDown!** (THQ/PS)
- 3. Pokémon Yellow** (Nintendo/GBC)
- 4. Syphon Filter 2** (989 Studios/PS)
- 5. Pokémon Blue** (Nintendo/GBC)
- 6. Pokémon Red** (Nintendo/GBC)
- 7. Mario Party 2** (Nintendo/N64)
- 8. Gran Turismo 2** (SCEA/PS)
- 9. Tony Hawk's Pro Skater** (Activision/PS)
- 10. Resident Evil Code: Veronica** (Capcom/DC)

Japan Top 10

FROM 4/28 FAMITSU

- 1. Tekken Tag Tournament** (Namco/PS2)
- 2. Dead or Alive 2** (Tecmo/PS2)
- 3. Kirby 64** (Nintendo/N64)
- 4. Power Pro Pocket** (Konami/GB)
- 5. Marvel vs. Capcom 2** (Capcom/Dreamcast)
- 6. Super Robot Wars Compact2** (Banpresto/Wonderswan)
- 7. Eve Zero** (Net Village/PS)
- 8. Driving Emotion Type-S** (Square/PS2)
- 9. The King of Fighters '99 Evolution** (SNK/Dreamcast)
- 10. Ridge Racer V** (Namco/PS2)

Editors' Top 10

WHAT THE XG STAFF IS PLAYING (APRIL)

- 1. All-Star Baseball 2001** (Acclaim/N64)
- 2. Resident Evil Code: Veronica** (Capcom/DC)
- 3. Vagrant Story** (Squaresoft/PS)
- 4. Ridge Racer V** (Namco/PS2)
- 5. Dead or Alive 2** (Tecmo/DC)
- 6. MDK 2** (Interplay/DC)
- 7. Pokémon Trading Card Game** (Nintendo/GBC)
- 8. Metal Gear Solid** (Konami/GBC)
- 9. Hot Shots Golf 2** (Klap Hands/PS)
- 10. Mario Party 2** (Nintendo/N64)

SOURCES: NPD TRSIS Video Game Service (U.S. Top 10); Weekly Famitsu Magazine (Japan Top 10)

Import Pick of the Month

Legend of Zelda Majora's Mask

The eagerly anticipated sequel to Ocarina of Time has hit the store shelves in Japan. Gamers who simply cannot wait for the U.S. version of the game should definitely nab this gray market goodie.

Majora's Mask takes place in another world that is threatened with calamity. Link must venture through this world and solve its puzzles before a very real time limit runs out. Look for more on this game in the near future!



Legend of Zelda: Majora's Mask features magical masks that transform Link into different characters, each with its own set of powers. You'll have to figure out which mask or which combination of masks is best for solving the game's various puzzles.



Coming Soon

SEGA DREAMCAST

May

- **Draconus: COTW** (Crave)
- **F1:WGP** (Sega)
- **GTA2** (Take 2)
- **I-Spy** (UFO Interactive)
- **Nightmare Creatures 2** (Konami)
- **Tech Romancer** (Capcom)
- **SF Alpha 3** (Capcom)

NINTENDO 64

May

- **Air Boardin' USA** (Agetec)
- **Excitebike 64** (Nintendo)
- **40 Winks** (GT Interactive)
- **Perfect Dark** (Nintendo)

SONY PLAYSTATION

May

- **Colony Wars: RS** (Psygnosis)
- **Grind Session** (Sony)
- **Micro Maniacs** (Codemasters)
- **Mr. Driller** (Namco)
- **SF EX 2 Plus** (Capcom)
- **Test Drive LeMans** (Infogrames)
- **Vanguard Bandits** (W. Designs)

GAME BOY COLOR

May

- **ASB 2001** (Aclaim)
- **Croc** (THQ)
- **Driver** (GT Interactive)
- **Metal Gear Solid** (Konami)
- **1942** (Capcom)
- **Toonin'** (Midway)
- **WCW Mayhem** (Electronic Arts)

and a foot pad. As for sending you a copy, e-mail John Ricciardi over at Gamers.com with your request. He's a generous guy!

Mo' Better Momentum

Dear Expert Gamer,

First, let me say that your mag rocks. I recently purchased March Madness 2000, and I was wondering what the Momentum Meter is used for. Thanks for your time.

Andrew Rigazio
Address Withheld

The Momentum Meter is a measure of how jacked-up the home crowd is. The fuller the bar, the greater the excitement level.

Drive your home fans into a frenzy with a couple of fast break dunks and a trey or two. With the crowd revved up, the home team's attributes increase slightly. If you are the visiting team, try to keep the crowd out of the game by trading baskets and avoiding a big run by the home team.

Entombed Raider

Dear Expert Gamer,

I have been stuck on Tomb Raider 4: The Last Revelation for months and I can't get past the end of level 26. After jumping the ramp and pulling the switch, I return to the top of all the stairs and go down the hole to the room with the dead body in it. I have done everything your February 2000 guide has said, and I've still got nothing. In that same issue, you guys say to get into the crawlspace above and make a running jump to the next building. Well, when I get there, it seems to lead to yet another switch which opens a door above me and then leads to a dead end. Please help me, Editor. I'm so frustrated that I can see all the cool and interesting levels yet to come when I can't do anything about it. Please write back so I can

finally finish this game—I don't want to get old and die playing it.

Name Withheld
Address Withheld

Once you reach the crawlspace, you should be able to turn around and jump off a ledge behind you.

Secret E-mail

Dear Expert Gamer,

Your magazine is the best that there is. My question pertains to the network section of Front Mission 3. Can you guys please provide me with the secret e-mail addresses to this game? I already uncovered square@0730. The message is great, but it says that there are three hidden mes-



Get a cool new wallpaper by e-mailing Hodaka, winner of the beauty contest.

sages. So what are the other two? Also, I can't seem to unlock the MIDAS controller at the Interpid web site. Someone told me that it is ARISONA, but it doesn't work when I try it. What is it?

Randall Canja
Address Withheld

When asked, Square was pretty quiet about the e-mail addresses. In the course of playing, we were able to find HODAKA@0700 (Used during Emma's scenario) and POLICE@0710. As for unlocking the MIDAS controller, no one has

any idea, including the testers over at Square. No one knows if this actually does something in-game, or if it is just some sort of red herring.

The Great Beyond

Dear Expert Gamer,

Wassuuup? Do you guys have an experience with keeping bears at bay? You're the experts, right? Slide me some information.

Tim Blum
Anchorage, AK

You now reside in one of the few refuges left for bears. Knowledge of bear behavior can reduce the chance of an unpleasant encounter. Bears are naturally wary of humans; however, the only predictable thing about bears is that they are unpredictable. Here are a few simple tips for reducing your chances of an encounter: never hike alone; don't leave odorous items unattended; and be sure to make noise. Finally, the best advice we can give is "Move to a place where bears aren't your frigginn neighbors!"



Former Sr. Art Director Tim Blum might have submitted his letter a bit too late. Hope he's enjoying the serene Alaskan countryside.

Letter Art

Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal*



Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: XG Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. Entries submitted on anything other than a #10 envelope will be disqualified. Letter Art can be submitted by e-mail (xg@zd.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

Mandy Shafer of Nashville, TN, wins an Agetec Specialized Control Pad for the Sony PlayStation. Way to go, Mandy!



Kevin Maggino
Glendora, CA



Brian Busby
Houston, TX



Roberto Perez, Jr.
San Bernardino, CA



San Ngo
Garland, TX

* Or at least get you in the magazine and win a controller from Agetec (FIRST PRIZE ONLY!)

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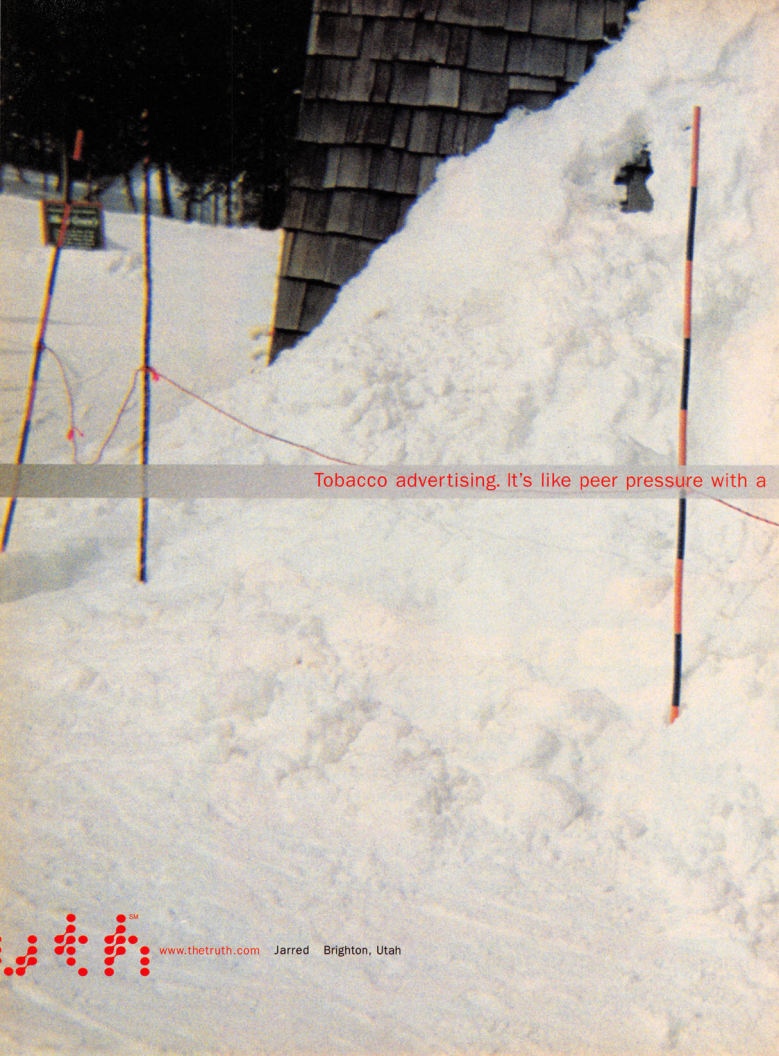
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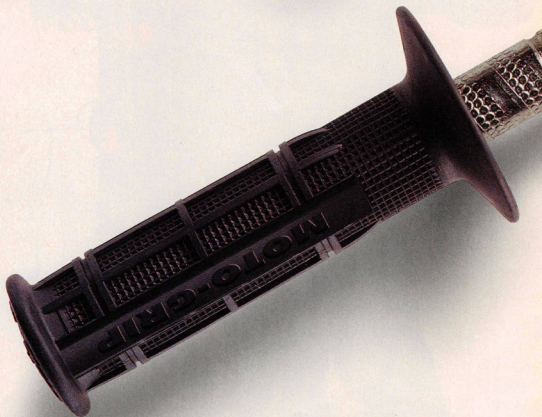
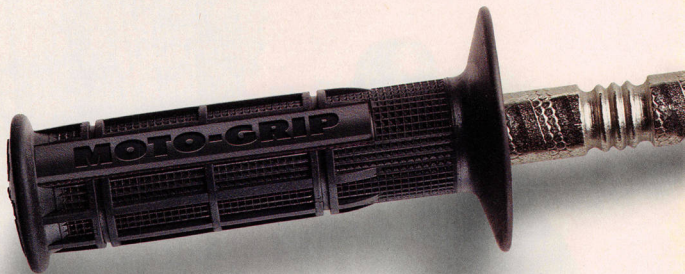
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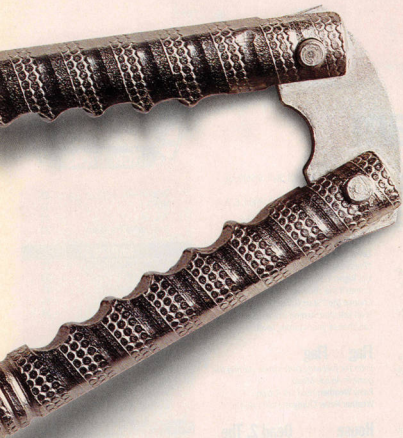
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TRICKS OF THE TRADE

Dreamcast



Aerowings

Cheat Mode: At the "Press Start" screen, press L button+R button simultaneously. You'll hear someone say, "OK Good." This unlocks Exhibition Mode, all levels, airplanes, and more.

Centipede

Lives and Levels: In the middle of an Adventure game, press and hold Trigger L+Trigger R+X+A+Y+B. While holding these, press the Stick in the desired direction for these results.

Multiple Lives: Press Up on the Analog Stick to gain multiple lives. You may keep pressing Up while holding the buttons to gain thousands of lives!

All Levels: Press Down on the Stick to open up all the levels in the game. Press START to pause and you can move the Analog Stick to highlight different levels of the game.

Crazy Taxi

From the mode selection screen, choose either Arcade or Original Mode as well as the amount of time you want. Next, at the "Now Loading" screen, press and hold the following button combinations until the driver select screen appears.

Score Big with GameShark From Interact and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. E-mail your tricks and cheats to:

tricks@zd.com

On all e-mails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

Tricks of the Trade
P.O. Box 3338
Oak Brook, IL
60522-3338

No Arrows: Press and hold R-Trigger+ START. When the driver select screen appears, you will see "No Arrows" in the lower-left corner of the screen. If you haven't memorized the locations, you will have to listen to your passengers and pay attention where they point.

No Destination Mark: Press and hold L-Trigger+ START. When the driver select screen appears, you will see "No Destination Mark" in the lower-left corner of the screen. You'll still see a small green outline around your destination point, but it won't be nearly as prominent as before.

Expert: Press and hold L-Trigger+ R-Trigger+ START. When the driver select screen appears, you will see "Expert" in the lower-left corner of the screen. The combination of No Arrows and No Destination Mark makes up the Expert Mode.

Hidden Bike: Go to the character select screen and highlight the driver you want. Press L-Trigger + R-Trigger three times simultaneously, then press the A button to pick your driver. You will hear bicycle chimes if entered correctly.

Expendable

While the game is paused, enter any of the following codes as shown below.

Level Skip: Y, Y, X, X, L Shift, R Shift, Down,

Down, Up, Up.
Extra Lives: A, B, X, Y, L Shift, R Shift, Up, Down, Left, Right.
Extra Credits: A, B, Left, A, B, Right, B, A, Down, R Shift.

Fighting Force 2

Level Select: On the title screen, while "Press Start" is flashing, put in Left, Up, X, Up, Right, Y. You will see a flash on the screen if the code was entered correctly. Choose the "Start Game" option and a level selection screen will appear. Now you can choose your starting level.

Flag to Flag

Enter the following codes while starting the game in Arcade Mode.

Rainy Weather: Hold L+R+Down.

Weather Never Changes: Hold L+R+Up.

House of the Dead 2, The

Get All Items in Original Mode: Complete Training Mode with five-star marks in each training session.

Display Score: On the title screen use the D-Pad to enter the code L, L, R, R, L, R, START.

Two More Sessions in Boss Mode: Beat all bosses in Boss Mode and get a ranking with

Trick of the Month

Tony Hawk's Pro Skater

Dreamcast

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Press and hold the L button. While holding L, enter one of the following button combinations. The screen will shake if entered correctly.
Random Locations: Left-C, Right-C, Down-C, Up, Down.

Fewer Falls: Up-C, Right-C, Left, Right-C, Right, Up, Down.

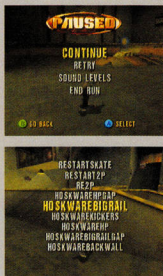
Slow Motion: Down, Down, Up-C, Right-C, Left, Down.

Turbo Skater: Right, Up, Down, Down, Up, Down.

Stats Raised to 10: Down, Right, Up, Right, Up, Left, Left-C.

All Tapes: Right-C, Left, Up, Up-C, Up-C, Right, Down, Up.

Faster Specials: Up-C, Left, Down-C, Down-C, Up, Down, Right.





each boss. This unlocks the Emperor and Fight All Bosses Mode.

Unlimited Credits in Original Mode: Complete Boss Mode with five-star marks for each boss, including Fight All Bosses Mode.

Bonus Cuts: Shoot a cut and it will lead you toward a bonus item.

Bonus Rooms: To access one of the bonus rooms at the end of the game, you must get there without killing any hostages, or allowing any hostages to be killed.

Hydro Thunder

Super Start: To get a jump on the competition, wait until the announcer starts counting down. Immediately after he says, "three," press and hold the R button. Immediately after he says, "two," let go of R and hold the L button. Immediately after he says, "one," let go of L and hold the R button. When he says, "Go, go, go!" you will get a nice boost and you'll hear, "Super Start!"

Boost Jump: After picking up some boost power-ups, you can do a special jump without the help of a ramp! If you hold the L button (brake) and then press A, you will be boosted into the air. This is great for getting those power-ups that are just out of reach.

Incoming

Cheat Menu: On the main menu screen, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. A cheat menu will appear that allows you to choose your starting campaign, infinite lives, infinite weapons, and Easy Shoot Mode.

King of Fighters, The Dream Match 1999

Full Pause Screen: Pause the game and press X+Y. This will get rid of the "Pause" word for cool freeze frames!

Bonus Characters: At the character selection screen, highlight the normal version of one of the following fighters, then hold START and press any button.

Kyo Kusanagi	Terry Bogard
Andy Bogard	Joe Higashi
Ryu Sakazaki	Robert Garcia
Yuri Sakazaki	Mai Shiranui
Billy Kane	Orochi Yoshino
Orochi Shermie	Orochi Chris
Omega Rugal	

Legacy of Kain: Soul Reaver

Press START to pause in the middle of the game and enter any of these codes. You will hear a confirmation sound after each code is entered.

Refill Health: Hold L-Trigger and press Down, B, Up, Left, Up, Left.

Next Level Health: Hold L-Trigger and press Right, A, Left, Y, Up, Down.

Maximum Health: Hold L-Trigger and press Right, B, Down, Up, Down, Up.

Refill Magic: Hold L-Trigger and press Right, Right, Left, Y, Right, Down.

Maximum Magic: Hold L-Trigger and press Y, Right, Down, Right, Up, Y, Left.

Pass Through Barriers: Hold L-Trigger and press Down, B, Left, Right, Y, Up.

Wall Climbing: Hold L-Trigger and press Y, Down, X, Right, Up, Down.

Hurt Raziel: Hold L-Trigger and press Left, B, Up, Up, Down.

Force: Hold L-Trigger and press Left, Right, B, Left, Right, Left.

Constrict: Hold L-Trigger and press Down, Up,

Right, Right, B, Up, Up, Down.

Force Glyph: Hold L-Trigger and press Down, Left, Y, Down, Up.

Stone Glyph: Hold L-Trigger and press Down, B, Up, Left, Down, Right, Right.

Sound Glyph: Hold L-Trigger and press Right, Right, Down, B, Up, Up, Down.

Water Glyph: Hold L-Trigger and press Down, B, Up, Down, Right.

Sunlight Glyph: Hold L-Trigger and press Left, B, Left, Right, Right, Up, Up, Left.

Fire Glyph: Hold L-Trigger and press Up, Up, Right, Up, Y, X, Right.

Shift at Any Time: Hold L-Trigger and press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

Marvel vs. Capcom

Play as Shadow Lady: On the character selection screen, put the cursor on Morrigan. Then press Up, Right, Right, Down, Down, Down, Left, Left, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down. You will see Shadow Lady appear below Gambit.

Play as Gold War Machine: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up. You will see Gold War Machine appear above Gambit.

Play as Orange Hulk: On the character selection screen, put the cursor on Chun-Li. Then press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Left, Up. You will see Orange Hulk appear above Ryu.

Play as Lilith: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down. You will see Lilith appear below War Machine.

Play as Red Venom: On the character selection screen, put the cursor on Chun-Li. Then press Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Up, Up, Left, Left, Up, Up. You will see Red Venom appear above Chun-Li.

Play as Roll: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right. You will see Roll appear to the right of Mega Man.

Mortal Kombat Gold

On the "Press Start Button" screen, quickly press Up, Up, Down, Down, Left, Left, Right, Right. If you entered the code correctly, you will hear someone laugh and say,

"Outstanding." Enter the options screen, highlight the "Exit" option, and hold the L+R buttons. While holding these, press the A button. A cheats menu will appear with the options shown.

Easy Endings: Defeat just one opponent to see your character's ending.

Fatality 1: Finish your opponent with High Punch. This will allow any character to per-

Dead or Alive 2

Change View of Victory Pose: As your character does its victory pose, hold X and move the Pad or Analog Stick to rotate the view. Press the B button to zoom in.

Full Screen Pause: During the game, press START to pause. Press the R-Trigger button to get a clean game screen without the text.



Girl Art: Place the Dead or Alive 2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "Bonus." In this folder are several images of the DOA2 girls in bikinis.



form its first fatality.
Fatality 2: Finish your opponent with Low Punch. This will allow any character to perform its second fatality.

Pit Fatality: Finish your opponent by pressing Down and then press High Punch. This allows any character to perform its level fatality.

Danger: Both characters' health bars will be extremely low, enabling one-hit deaths.
Kombat Kode: This allows 30 different Kombat Kodes to be activated.

Play as Goro: First, enable the "Cheat Menu" code. Then at the character select screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R buttons, and press Up, Left, A.

Play as Noob Saibot: First, enable the "Cheat Menu" code. Then at the character select screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R buttons, and press Up, Left, Left, Left, A.

Play as Sektor: First enable the "Cheat Menu" code. Then at the character select screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R buttons, and press Up, Up, Left, Left, Left, A.

Alternate costumes: On the character select screen, highlight a character, hold START and press any button once to rotate its select screen picture and enable its second costume, and twice for its third. This works with most of the fighters. You may have to press a button a third time to get some characters' costumes.

NBA 2K

From the main menu, go into the options screen and pick the "Codes" option. At the "Cheat Codes" screen, enter one of the pass-words below for the results as shown. Make sure you enter the codes in all capital letters.
Secret Teams: DEVDUEDS (Opens the three Insomnics teams, which include the Sega Sports, Sega, and NBA 2K teams.)



Huge Ball: BEACHBOYS
Crowd Message: HIMDM
Giant Heads: FATHEAD
Micro Players: LITTLEGUYS
Large Players: MONSTER
Squished Players: SQUISHY
Obese Players: DOUGHBOY
Feet Feet: BIGFOOT
Hurt Coaches: COACHOUCH

NBA Showtime

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot, and Pass buttons the number of times shown and then press the Pad or Stick in the direction indicated by the code (For 4 or 3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Up).

Tournament Mode: 1-1-1 Down.

Show Shot Percentage: 0-0-1 Down.

Hot Shot: 1-0-0 Down.

No Hotspots: 2-0-1 Up (2p must agree).

Big Head Mode: 0-0-0 Right.

Team Uniform: 4-0-0 Right (2p must agree).

MDK2

Full Screen Pause: During the game, press START to pause. Then press X+Y simultaneously to get a clean game screen without the text.

PC Pictures and Sounds: Place the MDK2 disc into a PC compatible CD-



ROM drive. Access the disc and look for a folder called "MDK2." Inside, you'll find picture and sound files that you can view and play on your computer.



Exhibition, Season or Playoff: Go to Custom Players and change the first and last names of your player to one of the names shown below. Once you do this, press A to accept the player. Back at the "New Game" menu, go to Trade Players and on the "Roster Manager" screen, choose the Free Agents pool. Scroll through the players until you see the one you created. Now press A to select the player and X to execute the trade. Press A again to accept this trade agreement. Go back to the "New Game" menu once more and select Edit Lines. In this menu, move over to the players (either on the ice or scratched) and you will see the faces or message for the players you created.

Tony Twist: Tony Twist

Ron Hestall: Ron Hestall

Marty Reasoner: Marty Reasoner

Wayne Gretzky: Enter this name to see the text, "Thanks for the Memories" over the head shot on the "Edit Lines" screen.

PenPen Tricelcon

Play as Hidden Race: Hanamizu becomes playable after you beat all tracks and earn all Silver medals. He's unbelievably fast and a little tricky to use.

Power Stone

Manipulate the Victory Camera: Use A, X, Y, B, and the Pad and Analog Stick to zoom in and out, rotate the camera around the victor, etc. **Play as the Bosses:** Finish the game with each character one time. Finishing the game with any character opens up an extra option in "The World of Power Stone" book.

Ready 2 Rumble Boxing

Alternate Backgrounds: Set the system date to October 31 to place skeletons in the crowd. Set the system date to December 25 to place Christmas trees in the prize fight arena.

Alternate Costumes: At the character select screen, press X+Y simultaneously.

Alternate Corman: At the character select screen, hold the X button and press Up, Right, Down, or Left.

Bronze Class Boxes: Select Championship Mode from the main menu. Then, choose New Game and enter RUMBLE POWER as a gym name to unlock all class bronze boxes in championship mode. Note: This also unlocks Kemo Claw in Arcade Mode.

Silver Class Boxes: Enter RUMBLE BUMBLE as a gym name. Note: This also unlocks Bruce Blade in Arcade Mode.

Gold Class Boxes: Enter MOSMAI as a gym name. Note: This also unlocks Nat Daddy in Arcade Mode.

Champ Class Boxes: Enter POD 51 as a gym name. Note: This also unlocks Damien Black in Arcade Mode.

High Voice Corman: On the character select screen, hold X and press L+R buttons simultaneously.

Taunts: During a match, hold X+A or Y+B to taunt your opponent. Note: Only X+A works for Damien Black.

Fight in the Arena with a Balcony: On the main menu, enter Arcade Mode. Now pick the two-player option. Have both players hold the L Shift button on each controller while choosing a boxer with A.

Fight in the Championship Arena: On the main menu, enter Arcade Mode. Now pick the two-player option. Then at the character selection screen, have both players hold the R Shift button on each controller while selecting

a boxer with A.

Fight in the Gym: On the main menu, enter Arcade Mode. Now pick the two-player option. Then at the character selection screen, have both players hold L Shift+R Shift button on each controller while choosing a boxer with A.

Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer, and pick the "Train Boxer" option. Now highlight the "Rumble Aerobics Training," press Left, and then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs \$25,000) for \$500! This will boost your strength and experience very quickly. You can also purchase the Sway.

Re-Volt

From the main menu, choose "Start Race." Then select a Single Race. Now enter your name as one of the codes as shown below for various results.

Access All Cars: CARTOON

Access All Tracks: TRACTION
All Weapons Available: OYDY (While playing a game, just press Trigger L+Trigger R repeatedly to cycle through the choices.)

Access to the Probe U.F.O.: YUEFD
Change Cars in a Race: CHANCCR (Just press up or down at the pause menu to change your car.)

Tiny Racers: MAGGOT

Hifi Mode: FLYBOY

Change Progress Table: GOATY (Edit your wins, losses, etc.)

Sega Rally 2

At the title screen, put in the following codes for the results as shown. If done correctly, you should hear a confirmation sound.

All Cars: Up, Down, Up, B, A, Left, B, B, Down, All
All to Year Races Open: Up, Left, Down, Right, B, A, B, Right, Down.

Increased Frame-Rate: Up, A, Down, Down, Left, Right, B, B, Down.

Slave Zero

To initiate these codes, you need to have two controllers (in Ports A and B). Start playing the game, then take the controller in Port B and hold Trigger L+Trigger R. With these held, press one of the following buttons to initiate the corresponding result.

Make New Ammo and Health Appear: X

All Enemies Stop Firing: A

God Mode with Unlimited Ammo: B.

Sonic Adventure

Play as Super Sonic: First, you need to beat the game with all of the characters. When that happens, you will be able to choose Super Sonic from the player select screen. You'll begin as regular Sonic in Mystic Ruins by the lake. Go into the cave (formed by an explosion) until you reach the Green Crystal Shrine. Head around back until you find the place Dr. Robotnik (Eggman) crashed. You'll see a new cinema, and fire will surround the Green Crystal Shrine. Run toward the shrine for another cinema. This is where Chaos comes in. Keep heading toward the shrine and another cinema will be triggered. Once Tails wakes you up, go back to the lake in Mystic Ruins. Now go through the mine car tunnel and another cinema will appear that resembles the first cinema of the game. Sonic will face with Perfect Chaos and his friends will gather all the Chaos Emeralds to make him Super Sonic in the final battle!

Alternate Uniform: 4-3-0 Right.

Midway Uniform: 4-0-1 Right.

Home Uniform: 4-1-0 Right.

Away Uniform: 4-2-0 Right.

Fog: 1-2-3 Up (Outdoor courts only).

Thick Fog: 1-2-3 Down (Outdoor courts only).

Night Fog: 1-2-3 Left (Outdoor courts only).

Swamp Fog: 1-2-3 Right (Outdoor courts only).

Rain: 1-4-1 Left (Outdoor courts only).

Snow: 1-2-1 Left (Outdoor courts only).

Blizzard: 1-3-1 Left.

No Replays: 3-3-1 Left.

No Tipoff: 4-4-4 Up (2p must agree).

NFL 2K

Enable cheats by going into the options screen, choosing the "Codes" selection, and entering the following codes.

Alternate Text: SCRAWL (Some of the text will have a different font.)

Fat Players: LARD

Sega Sports Team: SUPERSTARS (The Sega Sports team will be available at the team selection screen between the NFL All-Pro and San Francisco 49ers.)

Turbo Mode: TURBO (Then, choose the "Game Options" selection, highlight "Game Speed," and change the speed to "Turbo.")

Slow-Motion Mode: DEDMAN (Then, choose the "Game Options" selection, highlight "Game Speed," and change the speed to "Slomo.")

High-Pitched Commentary: SQUEEKY

Auto-Defense Play Selection: On the play selection screen when on defense, press A twice to have the CPU choose a random play to stop your opponent.

More Attribute Points: In the Create-A-Player Mode, highlight an attribute and move the points all the way down to 0. Then move it all the way back up to the original number. Now look at the available points at the top of the screen and you will have gained a point. Do this for each attribute and you will gain a point for each one.

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear someone say, "Lights out, baby!" when the code is entered correctly.

Name: BRAIN Pin: 1111

(Brain)

Name: SMILE Pin: 1111

(Smiley)

Name: FORDEN Pin: 1111

(Dan Forden)

Name: SKULL Pin: 1111

(Skull)

Name: TURMEL Pin: 0322

(Mark Turmel)

Cheat Codes: On the "Versus" screen, press Rumb, Jump, and Pass to change the icons below the helmets on screen. The list below indicates the number of times each button should be pressed. After the icons have been switched, press the D-Pad or Analog Stick in the indicated direction to enable the code. You will see the name of the code and hear a sound. More than one code may be activated per game; just make sure you enter it fast enough.

Infinite turbo 5-1-4 Up

Fast turbo running 0-3-2 Left

Power-up offense 3-1-2 Up

Power-up defense 4-2-1 Up

Power-up teammates 2-3-3 Up

Power-up blockers 3-1-2 Left

Super blitzing 0-4-5 Up

Super field goals 1-2-3 Left

No interceptions 3-4-4 Up

No random fumbles 4-2-3 Down

No first downs 2-1-0 Up

No punting 1-5-1 Up

Green Bay Packers playbook 1-2-2 Left

Colts playbook 1-2-3 Up

Allow stepping out of bounds 2-1-1 Left

Fast passes 2-5-0 Left

Late hits 0-1-0 Up

Show field goal % 0-0-1 Down

Hide receiver name 1-0-2 Right

Invisible 4-3-3 Up

Big football 0-5-0 Right

Big head 2-0-0 Right

Huge head 0-4-0 Up

No head 3-2-1 Left

Headless team 1-2-3 Right

Team big heads 2-0-3 Right

No play selection 1-1-5 Left

(Teams Must Agree)

Show more field 0-2-1 Right

(Teams Must Agree)

No CPU assistance 0-1-2 Down

(Teams Must Agree)

Power-up speed 4-0-4 Left

(Teams Must Agree)

Hyper blitz 5-5-5 Up

(Teams Must Agree)

Smart CPU opponent 3-1-4 Down

Tournament mode (2P Game) 1-1-1 Down

Always quarterback 2-2-2 Left

(Requires two human teammates)

Muddy field 5-2-5 Down

Wet field 5-5-5 Right



Soul Calibur

Sophia's Secret (Works on Japanese Version Only): Choose Sophia and press one of the following buttons from the selection screen. Hold it down until you see Sophie do her "pre battle" pose. She will now enter battle with a new color of panties.

X = pink

Y = blue

B = black

R = yellow (Press R after you choose her or she'll be in metallic mode.)

L = doesn't seem to change the color

A = white (original color)

Hidden Commands: As hidden features appear, "3rd Costume," "Weapon Select," and "Metal Model" become available.

3rd Costume: In the character select screen, place the cursor on the character, press the Y button, and select. Only certain characters have a third costume. Refer to the "3rd Costume" table for a listing of these characters.

Weapon Select: In the character select screen, place the cursor on the character and press the L trigger to display weapons, then select the desired weapon. For Edge Master and Inferno, this feature will not result in any changes.

Metal Model: In the character select screen, place the cursor on the character and hold down the R trigger and select. The Metal Model can be used together with the third costume.

Speed Devils

Enter these codes while in the middle of a race. Don't pause the game!

All Tracks and Cars: B, Right, B, Right, Up, B, Up.

Unlimited Nitros: Down, Up, Down, Up, A, X, A.

Skip Current Class: Down, Right, Down, Right, A, X, A.

More Money: A, Right, A, Right, Up, B, A.
Note: This works in Championship Mode only.

TNN Motorsports: Hardcore Heat

On the mode select screen, press the following button combinations to unlock these new features in the game. You will hear a voice if they have been entered correctly.

More Colors: Down, Left, Up, Right, X, Y, L Trigger, R Trigger.

LE-zooi Vehicle: Y, X, Right, Left, Right, Left, Down, Down, Up, Up.

Combat Jet: Left, Right, Down, X, X, X, X.

Tokyo Xtreme Racer

Mark Other Cars: Press the L or R button at the "Assist Shifting" menu and you will hear a tone. This enables every rival pointer during a battle. Note: this code works only in Quest mode.

Max Speed: Press the Y button at the "Assist Shifting" menu, then you will hear a tone. This will enable the max speed of the player and rival car after a win or lose battle. Note: this code only works in Quest Mode.

Toy Commander

For all the tricks shown below, you must first press START to pause in the middle of the game. After each code is entered, you will hear a sound confirming that it worked.

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Every Map Available: Hold the L Shift button and enter A, Y, X, B, Y, X.
Heavy Weapon: Hold the L Shift button and enter X, A, Y, B, A, X.
99 Heavy Ammo: Hold the L Shift button and enter A, B, X, Y, B, A.
New Machine Gun: Hold the L Shift button and enter B, A, Y, X, A, B.
Toy Fixed: Hold the L Shift button and press A, X, B, Y, A, Y.

TrickStyle

Choose "Cheats" from the options screen and then put in one of the following passwords.

Win Everything: CITYBEACONS

Win All the Time: TRAVOLUNT

Infinite Time: IWISH

Power-up Moves: TRAVOLTA

Big Heads: INFLATEDEGO

Vigilante 8: Second Offense

From the main menu, choose the options screen. From there, press the A button on "Game Status," choose your player with A, then press L-Shift + R-Shift simultaneously. From here, you can enter these passcodes for the results shown. If entered correctly, you will hear a voice say, "Funky." Be sure to press the A button after entering each code in order to complete it. When you're done with a code, you will have to press L-Shift + R-Shift in order to enter a new one.

No Enemies: HOME_ALONE

No Delay Firing: RAPID_FIRE

Monster Wheels: GO_MONSTER

Suspended Cars: JACK_IT_UP

Heavier Cars: GO_RAMMING

Increased Enemy Attack: UNDER_FIRE

Deadlier Missiles: BLAST_FIRE

CPU Picks Features: QUICK_PLAY

Quick Vehicles: MORE_SPEED

Slow Vehicles: GO_SLOW_MO

Floating Cars: NO_GRAVITY

No Wheel Attachment Icons: DRIVE_ONLY

Sequence of Movies: LONG_MOVIE

Virtua Fighter 3tb

Be the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lion and press START, highlight Pai and press START, then press A after moving to the character you want the Alphabet Character to become.

Fight the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lau and press START, highlight Pai and press START, then press A after highlighting the character you want to play.

Play as Dural in Any Mode: On the character select screen, press Down, Up, Right, Left-START.

Play as Dural in Training Mode: At the character selection screen press START+Y+A at the same time.

Play as Gold Dural in Training Mode: At the character selection screen press START+X+A at the same time.

Wild Metal

In the middle of your game, press the following buttons to unlock these new game features (note: Right, Left, Down, and Up are D-Pad commands).

Invincibility: Y, Right, B, Left, X, Down.

Friendly AI Units: B, Down, A, Down,

X, Y.

Boost: Up, X, Down, B, A, Y.

NHL 2K

Have a controller plugged into the fourth port (D) on your Dreamcast and enter these tricks with it.

Black Box Team: When the logo for Black Box appears, press and hold the L+R buttons. While holding these, press B, B, X. You will hear the announcer say, "Oh, Black Box, baby." Everyone on the team will have big heads except for the goalie.



choice of teams.

Big Heads: When the logo for Black Box appears, press and hold the L+R buttons. While holding these, press B, B, X. You will hear the announcer say, "Oh, Black Box, baby." Everyone on the team will have big heads except for the goalie.



All Weapons: A, A, Right, Y, A, Right.
Maximum Health: Down, Down, A, X, B, X.
Show All Token Locations: Y, B, A, Left, Down, Down.

Zombie Revenge

Fighting Mode Stage Select: From the title screen, choose the "Fighting Mode" option. At the "Fighting Mode" screen, press and hold START. While holding START, choose an option with the A but-

ton. The stage select screen will appear where you can choose between seven different stages.

Costume Change: On the character select screen, highlight a character and hold START. While holding START, press the X, Y, or B buttons for a new costume.





GameShark Codes

All-Star Baseball 2001

Big Ball Mode	800296320001
Ball Trail Mode	800296360001
Tom Thumb Mode	800296340001
Infinite Creation Points	811058340408A
Inf. Pitch Type Points	811058454200
1 Ball and You Walk	D106A2760000
	8106A2760003
1 Out and You're Out	D106A27A0000
	8106A27A0002
1 Strike and You're Out	D106A2780000
	8106A2780002
2 Balls and You Walk	D106A2760000
	8106A2760002
2 Outs and You're Out	D106A27A0000
	8106A27A0001
2 Strikes and You're Out	D106A2780000
	8106A2780001
3 Balls and You Walk	D106A2760000
	8106A2760001
Away Team Scores 0	800600080000
Away Team Scores 50	800600080002
Home Team Scores 0	800598390000
Home Team Scores 50	800598390002
Infinite Balls	D106A2760000
Infinite Strikes	8106A2780000

Battle Zone:

Rise of the Black Dogs

Infinite Armor	811DF6DE0BB8
Infinite Ammo	811DF6EA0500

Pokémon Stadium

All Pikachu/Magnemites	8011838C0000
	8011838D0000
	8011838E0000

Ready 2 Rumble

Sudden Death Mode P1	D00E759603D7
	8100A4780000
	8100D97A0001
Sudden Death Mode P2	D00E759603D7
	810DA7900000
	810DA7920001

Ridge Racer 64

R Button Turbo	D103E1EA0010
	8105641A0800

Tony Hawk's Pro Skater

All Tony Hawk	8100003C2322
	8100004D1F1F
	810000421F20
	810000441F1F
	81000046201F
	810000462000
All Bob Burnquist	8100005C2322
	810000541F1F
	810000561F20
	810000581F1F
	8100005A201F
	8100005C2000
All Geoff Rowley	810000643232
	810000681F1F
	8100006A1F20
	8100006C1F1F
	8100006E201F
	810000702000
All Buckley Lasek	810000783232
	8100007C1F1F
	8100007E1F20
	810000801F1F
	81000082201F
	810000842000
All Chad Muska	8100008C2322
	810000901F1F
	810000921F20
	810000941F1F
	81000096201F
	810000982000



Nintendo 64

1080° Snowboarding

Quick Start: Right before a race starts, wait for the announcer to say, "One." As soon as that number fades out on the screen, press Up.

Get All Tricks Easy: From the main menu, choose the "Training" option. Now select your rider and board. During the training session, select an easy trick from the Trick List (such as Lien Air) and then go off the jump or the side of the half pipe and do the trick. While you are still in midair, quickly press Right-C, Right-C. This will bring up the Trick List again. Now choose a trick that you haven't done before (such as a 1080° Air) and land the Lien Air. The computer will thank that you landed a 1080° Air and give you credit for it!

Ride a Penguin Board: To ride on a penguin instead of a snowboard, you must execute and land all the moves on the Training Mode's trick list. Once you've done that, hold Bottom-C and press A when you choose any character's default snowboard. If you're having trouble completing all the tricks, try out the "Get all tricks easy" code above.

Panda Man: First you must complete Match Race on Expert. Next, beat all the EAD scores in Time Attack, Trick Attack, and Contest. After meeting those requirements, go to the select rider screen, highlight Rob Hayward, and hold Right-C and press A.

Ice Man: First you must complete Match Race on Expert. Then you must complete all the EAD scores in Trick Attack and Time Attack. After accomplishing that, go to the select rider screen, highlight Akari Hayami, and hold Left-C and press A.

Gold Ice Man: You must complete Match Race on Expert using Ice Man to earn a gold version of him. After that, go to the select rider screen, highlight Kensuke Kimachi, and hold Top-C and press A.

Control the Opening Camera: When the music starts and the demo of the guy going down the mountain appears, the press the Top-C button to take control of the camera. You can use the Analog Stick to rotate the view any direction and you can use the Control Pad to zoom in and out. Press Top-C again to go back to the Default Camera Mode.

Dragon Cave Level: Complete Match Race on Hardy.

Deadly Fall Level: Beat Match Race on Expert.

All-Star Baseball 2000

Blind Code: On the main setup screen, access the "Enter Cheats" option and enter MEYESX as a code. Press START and you will see text at the bottom of the screen that says, "My eyes my eyes. I'm blind." The background graphics will be foggy and you will only be able to see the players clearly.

Unhittable Fastball: Select Arcade Mode. When you are pitching, hold Down-C+A and hold it until the ball reaches home plate. **Easier Home Runs:** When you're up to bat, press the B button for a power hit. Then, if you have the pitcher aid on and can see where the ball is going, put the power box right under it. If you have a right-handed pitcher, place the box so the pitcher aid is in the

upper left (just in case the pitcher is throwing a slider or curve). If you have a left-handed pitcher, then place the box so the pitcher aid is in the upper right. If you stay under the pitcher aid and swing at the correct time, you will almost always hit a home run.

Visual Codes: Access the "Enter Cheats" option on the main setup screen and enter one of the following codes.
Beach Ball Mode: BCDHLKTPY
Baseball trails: WBLWBWST
Fly back to dugout: FLYAWAY
Small players: TOMTHUMB
Blackout Mode: WTOTL

Armorines: Project S.W.A.R.M.

From the main menu, go to the options screen. From there, access the "Cheats" option. Then, go to the "Enter Cheat" screen and enter one of the following codes.

Big Cheat: GOLDENPIE (You will now have access to all the cheats shown on the "Cheats" menu.)

Invincibility: GOODY

All Weapons Activated: LOADED

Unlimited Ammunition: SORTED

All Missions Activated: SKIPPY

Fast Run: SONIC

Unlock Female Trooper in Multiplayer: GODDESS

Give Guard Bug in Multiplayer: LEGGY

Volcano Guard Bug in Multiplayer: RUBBER

Egypt Worker Bug in Multiplayer: CLAW

Hive Worker Bug in Multiplayer: UGLY

Pen and Ink Mode: SKETCHY (Turning on this option will give the game a black and white, polygon-drawing look.)

Army Men: Sarge's Heroes

All Weapons: NSRSL

Maximum Ammunition: MMLVSRM

Test Information: TH0TST

Mini Mode: DRVLVSRM

Play as Tin Soldier: TNSLDRS

Play as Vikki: GRNGRLRX

Play as Plastro: PLSTRLSVSG

Level Passwords:

Spy Blue: TRGHTR

Bathroom: TDBWL

Riff Mission: MSTRMN

Forest: TLLTRS

Hoover Mission: SCRDCXT

Thick Mission: STPDMN

Snow Mission: BLZRDZ

Shrap Mission: SRFPNK

Fort Plastro: GNRMLN

Scorch Mission: HTTTRT

Showdown: ZBTSRL

Sandbox: KTKTGN

Kitchen: PTPSPH

Living Room: HMMASTR

The Way Home: VRCLN

Banjo-Kazooie

First, beat the game. Go inside Banjo's house and walk up to the picture of the mole. Stand in front of the fireplace (not touching it), and press Up-C. Then, up at the picture of Bottles the Mole. Bottles should congratulate you on finding his hidden puzzle game. Win the puzzle game and Bottles will give you a password. When you're done, exit the puzzle and

look up at the picture again—now you get a different, harder puzzle. You can do this up to seven times and each time you will get a new password. (After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him.) Once you've gotten all seven codes, exit Banjo's house and go to Treasure Trove Cave. Enter the puzzle-letter room and type out the codes by stomping on the letters. You can't enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To deactivate any codes, go to the puzzle-letter room and type in NOBONUS.

Big Head Bands: BOTTLESBONUS

Banjo Big Hands and Feet: BOTTLESBONUS2WO

Big Kazooie: BOTTLESBONUS3THREE
Tall Skinny Banjo: BOTTLESBONUSFOUR
Tall Skinny Banjo with Big Hands and Feet: BOTTLESBONUSFIVE

Big Everything (Including Kazooie): BIGBOTTLESBONUS

Washing Machine Banjo: WISHWASHYBANJO

Secret Codes: First, start a new game or access a saved game. Go to Treasure Trove Cave without changing at Mumbo's hut in Mumbo's Mountain. Get to the Sand Castle, then enter CHEAT on the floor tiles. You will hear a mooring sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code. (Note: The "CHEAT" you may not work in all circumstances of all saved games. Make sure you enter CHEAT every time before putting in any of these codes.)

Infinite eggs: BANJOEGGSFORPLENTYOFEGGS

Infinite lives: LOTSOFGOESWITHMANYBANJO

99 Mumbo tokens: DONTBEADUMBODGOSSEEMUMBO

Bass Hunter 64

Enter the following codes at the cheat codes screen under options. You will hear a "boing" sound if the codes were entered correctly.

All Lakes: ALLDLAKES

Extra Money: ALLDCASH

Slow Boat: WHATADRAG

Fast Boat: HYPERBOAT

Bathtub Boat: RUBADUBDUB

No Snags While Fishing: BAGSNAGS

Unbreakable Line: SUPERSTRNG

Large Fish: MONDOFISH

Less Fish: WHEREFISH

Easy to Catch Fish: SUPERLURE

Fish More Active: HAPPYFISH

Catch at Linder: FISHMAN (Instead of catching a regular fish, you will see a head with sunglasses, a hat, and fins)

No Penalties During Tournament: NOPENALTY

Win Current Tournament: IWINIWIN

New Silly Games: SILLYSOUND

Battle Tank: Global Assault

Enter these codes at the "Input Code" screen.



Level Select: 8oDYS
Invincibility: HPPYHPPLR
All Weapons: RCKTSRDLGR
Brandon Gang: NNNKHCKS
Custom 1 Gang: TRDDYBRKKS (This gives you the M2 Hydra tank in the multiplayer game.)
Campaign Mode Bonus Level: WRDRB (This gives you a hidden level after you complete Campaign Mode.)

Beetle Adventure Racing

Hidden Cheat Menu: Go to One-player Mode and select "Championship Race" on Coventry Cove. While racing, find the shortcut with the barn and two haystacks. Run straight into the haystack closest to the road and you will hear a voice say, "Groovy!" Once you hit it, finish the race. Then you'll see text on your "Player Results" screen that says, "Cheat Menu Activated." Now go to the options and at the bottom, there will be a new option called "Cheats." Enter this option and you will be able to choose between two different cheat types.

Bug's Life, A

Level Select: At the ant hill off the main screen, hold C-Up+C-Down+C-Left+C-Right+Z and press R. An arrow will appear to confirm correct code entry.

Bust-A-Move '99

Another World: At the title/r menu screen, press the L button, U/R, button, Down. If entered correctly, a little green character will appear on the lower right of the screen. Now go to the "Game Select" screen and move over to the Puzzle Mode. The words, "Another World," will be underneath the Puzzle Mode. Select this mode to play an entire new set of levels!

Chopper Attack

King J Chopper: Finish Mission 7 on the "Normal" level of difficulty.
Singray Chopper: Finish Mission 8 on the "Expert" level.

Command & Conquer

Adjust Battle Screen: Hold L and press Up-C or Down-C to magnify and reduce the screen.

Diddy Kong Racing

To enable these cheats you must go into the options screen and enter into the "Magic Codes" option. You can then turn them on and off at will until you turn off the power, if you turn off the power, you will need to re-enter the codes again.

Horn: BLABBERMOUTH
Two-Player Adventure: JOINTVENTURE
All Balloons Are Yellow: BODYARMOR
Disable Weapons: BYEBYEBALLOONS
No Limit to Bananas: VITAMINB
Zip the Zippers: ZAPFHEZIPPERS
Ultimate AI: TIMETOLOSE
Maximum Power-Up: FREEFORALL
Start with 10 Bananas: FREEFRUIT
Big Characters: ARNOLD
Small Characters: TEENYWEENIES
Select Same Player: DOUBLEVISION
Four-Wheel Drive: OFFROAD

Donkey Kong 64

Play Jetcap Anytime: After acquiring 15 Banana Medals, go to Cranky and play the Jetcap game. To obtain the Rareware Coin,

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Al-Star Baseball 2001

On the main menu screen, highlight and access the "Game Options." In the "Game Options" screen, scroll until you highlight the "Enter Cheats" option. Access this option and on the cheat code screen, enter one of these passwords for the following modes.

Big Ball Mode: BCHBLKTPTY
Ball Trail Mode: WLDWLDWTD



you must get 5,000 points in the game. After you do this, take pictures of six fairies with your camera and you will be able to play the Jetcap game any time. Just go to the "Mystery" menu to find this option!

Play Arcade Donkey Kong Anytime: You must first complete DK's Barrel Blast inside Frantic Factory and then a lever will appear. Grab the lever in front of the Donkey Kong Arcade game to play it. You must win the game by beating all of the stages (four in all). After you do this, beat the game once more to obtain the Nintendo Coin. Now, take pictures of six fairies with your camera. After returning to the main menu, go to the "Mystery" menu and you will see an option to play the Arcade Donkey Kong game at any time!

Doom 64

Cheat Menu: Go to the "Password" option and enter TITL BDFW BGVV NVB. This will take you to the first level in the game. Pause the game and you will notice a new option, "Features!" Select this to find all you need to conquer the game!

Duke Nukem: Zero Hour

Refill Energy: After destroying a fire hydrant, stand next to it and press the B button repeatedly. Each time you do this you will gain back points of energy.

Extreme G: XG2

To get any of these codes to work just get to the bike selection screen and press the R button to get to the "Customize" screen. Now move over to the "Enter Name" option, access it, and put in the passwords for the results shown below.

Cause Track to Spin: SPIRAL
Paper Airplanes/WipeOut-Style Ships in Place of Cyber Bikes: 2o64
Wire Frame Mode: LINEAR
Unlimited Nitros: XXX
Overhead View: SPY3YE
Remove All Meters and Text from Screen: NOPANEL
Extra Boost of Speed and Acceleration: XCHARGE

F-1 World Grand Prix

After pressing START at the title screen, go to the main menu and choose "Exhibition." On the next screen, pick the "Drivers" option. Scroll with the Pad or the Analog Stick until you reach Driver Williams. Press button A and choose the "Edit Name" option. Using the Pad, change the last name "Williams" to one of the following codes. When you are



finished, exit all the way back to the title screen. Now enter the "Drivers" option again and scroll until you see your new character.
Silver Driver: Chrome
Gold Driver: Pyrite
Hidden Bonus Track: Vacation (Instead of the "Drivers" option, go into the "Courses" and scroll until you see the Bonus Track, complete with a volcano!)

Extra Challenges: You can open up more challenges for the Challenge Mode if you complete three different kinds of challenges and earn a minimum of 60 points. Then the secret challenge "Ultimate E" will open up.
Credits Option: Beat every level in the Grand Prix or Challenge Modes. Appears on main menu screen.

Gallery Option: Get first place overall in the Grand Prix Mode on any level of difficulty. Appears on main menu screen.

Fighting Force 64

Level Select & Invincibility: On the main menu screen, hold L button+2 buttons-C-Up+Down-C. This will take you to the character select screen in a few seconds. From there you may press Left-C or Right-C to choose your beginning level. You will also begin the level with invincibility.

F-Zero X

All Vehicles, Tracks, and Difficulties: On the title screen, press START to get the mode select screen and enter L button, Z, R button, Up-C, Down-C, Left-C, Right-C, START. You'll hear a sound. Now, choose the GP Race. A new difficulty called "Master" open! On the select course screen, a new set of random tracks called the X Cup will open. You will now have access to every vehicle.
Shrink Vehicles: On the vehicle selection screen, press and hold L+R button+Up-C+Down-C+Left-C+Right-C. The cars will shrink!
Color Change: On the vehicle customization screen, press the R button to change the color of your car. Keep pressing the R button until you get the color you want.

Vehicle Rotation: On the vehicle customization screen, press any of the C buttons to rotate your vehicle in any direction.

Gex 64

Lives and Every Remote: At the main menu screen, choose the "Load Game" option. On the next screen, choose "Password" and enter
 M758FQRW3J58FQRW4 as a password. You can see the results of the code immediately by pressing START to pause the game and then moving down to "Stats" and accessing

GameShark Codes

Continued from Page 26

All Kareem Campbell	81000D043232 81000D41F1F1 81000D61F20 81000D81F1F1 81000DA201F 81000DC2000
All Andrew Reynolds	81000D843232 81000DB1F1F1 81000DB1F20 81000DB1F1F1 81000DB1F20 81000DB1F1F1 81000DB201F 81000DC2000
All Rune Gifberg	81000DC83232 81000DC1F1F1 81000DC1F20 81000DD01F1F1 81000DD2201F 81000DD43232
All Jamie Thomas	81000DD02000 81000DE01F1F1 81000DE21F20 81000DE41F1F1 81000DE6201F 81000DE82000 81000DF03232 81000DF41F1F1 81000DF61F20 81000DF81F1F1 81000DF0201F 81000DF2000
All Elissa Steamer	WWF Wrestlingmania 2000 Infinite Creation Points 8011A81B0001 Easy Pns P1 801671F40064 Easy Pns P2 801671F880064 Easy Pns P3 801671B1C064 Easy Pns P4 801671F0064 Easy Royal Rumble Win 8016722D00FF 801676C300FF 8109E5DAFFFF 8016722E00FF 801676C200FF 8004A57500FF 8004A57E001F 8004A5860002 8004A58A000F 8004ACE8003E 800105480043 800105580043 Shrink Arena 2k 8004A15E001F Giant Wrestlers 801064603000 Upside Down Wrestlers 8101064E3F80

WWF Wrestlingmania 2000

Xena: Warrior Princess	
1-Hit Death P1	D108617042C8 D10861704080
No Energy P1	D10861700800 D108617042C8
P1 25% Energy	D108617041E0 D108617042C8
P1 50% Energy	D108617042E0 D108617042B0
P1 75% Energy	D108617042C8 810861704298
P1 Never Wins	80000C030000 80000C030000
P1 Needs 1 Win To Win	D0000C030000 80000C030001
1-Hit Death P2	D108635442C8 810863544080
No Energy P2	D108635442C8 D108635441E0
P2 25% Energy	D108635442C8 D108635442E0
P2 50% Energy	D108635442E0 810863544260
75% Energy	D108635442C8 810863544080
P2 Never Wins	80000C050000 80000C050000
P2 Needs 1 Win To Win	D0000C060000 80000C060001
Infinite Health P1	8108617042C8
Infinite Health P2	8108635442

Keep on Truckin'

Hot Wheels Turbo Racing

TowJam Car: From the main menu screen, enter C-Up, C-Down, Z, R, C-Left, C-Right, C-Up, C-Down.

Monster Truck Madness 64

Low Rider Trucks: Enter YRDR as a password. Your trucks will now have low rider wheels!

Off Road Challenge

El Cajon Truck: On the track selection screen, hold Up on the Control Pad and press the L+R buttons simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold Z, and press the A button.

Flagstaff Truck: On the track selection screen, hold Left on the Control Pad and press the L button. You'll hear an air wrench sound. Now highlight the Mojave track, hold Z, and press the A button.

Guadalupe Trucks: On the track selection screen, hold Down on the Control Pad and press the R button. You'll hear an air wrench sound. Now highlight the Vegas track, hold Z, and press the A button.

Monster Trucks: On the track selection screen, press one of the following C buttons to get the alternate Monster Truck.
Thunderbolt: Left-C
The Crusher: Right-C
4x4 Monster: Up-C
Punisher: Down-C

it with button A. Now you can warp to Rez without having to go through the entire game. You'll also have 99 lives to try to beat him!

Ultimate Password: Pick "Load Game," then "Password," then enter M758FQRWJ58FQRWJ! (Be sure to include the exclamation point.)

Hidden Level: You can immediately access the N64-exclusive "Geceques Cousteau" (Titanic) level without having any remotes. When you first start the game, go straight ahead to the arch that you can climb on. Go halfway up the left side (the level will turn upside down), stop, and go forward off the ledge. If you did this correctly, it should let you walk off the edge and onto the top of the arch, where you will see a platform. Jump onto this platform, and it will take you to the entrance of the level.

GoldenEye 007

Time Codes: Codes will be revealed by completing each level under a certain time, at a certain difficulty level. Here are the levels and times you need:

- Level 1: Dam-Painball Mode-Secret Agent-2:40
- Level 2: Facility-Invincibility-00 Agent-2:05
- Level 3: Runway-DK Mode-Agent-5:00
- Level 4: Surface-2x Grenade Launcher-Secret Agent-3:30
- Level 5: Bunker-2x Rocket Launcher-00 Agent-4:00
- Level 6: Silo-Turbo Mode-Agent-3:00
- Level 7: Frigate-No Radar (Multi)-Secret Agent-4:30
- Level 8: Surface-Tiny Bond-00 Agent-4:15
- Level 9: Bunker-2x Throwing Knives-Agent-1:30
- Level 10: Statue-Fast Animation-Secret

- Agent-3:15
- Level 11: Archives-Invisibility-00 Agent-1:20
- Level 12: Streets-Enemy Rocket-Agent-1:45
- Level 13: Depot-Slow Animation-Secret Agent-1:30
- Level 14: Train-Silver PP7-00 Agent-5:25
- Level 15: Jungle-2x Hunting Knives-Agent-3:45
- Level 16: Control-Infinite Ammo-Secret Agent-10:00
- Level 17: Caverns-2x RC-Pyos-00 Agent-9:30
- Level 18: Cradle-Gold PP7-Agent-2:15
- Level 19: Aztec-2x Lasers-Secret Agent-9:00
- Level 20: Egyptian-All Guns-00 Agent-6:00

Bond Photos (GameShark): This GameShark code reveals pictures, on the selection screen, of three of the four James Bond actors from the movies. Using a GameShark, create a new code called All Bonds (or any other name you like). Then enter Aa02B9B 00_ as a password. For the two spaces, enter 01 to see Roger Moore, 02 to see Timothy Dalton, or 03 to see Sean Connery.

Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play the Bond actors; the programming was removed from the game.

Secret Level Editor: Once you finish every single level in the game on the 00 Agent difficulty setting (plus bonus levels 19 and 20), a special 07 Mode will open. This is an "Editor" screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy, and Enemy Reaction Speed!

Same Player in Multiplayer: Plug in four Controllers. Enter Multiplayer Mode and select four characters with each Controller, having players three and four be the duplicates. Then go back to the "Multiplayer" screen and unplug Controllers three and four. Have players one and two choose the players where three and four were. Go back to the "Multiplayer" screen once again and plug players three and four back in. Be sure to change the "Player" option back to four. Now when you begin your match, there should be two of the same character!

Hexen 64
Cheat Menu: Go into the game and press START to pause. At the "Pause" screen menu, enter the main cheat code with the C buttons on your controller: Up-C, Down-C, Left-C, Right-C. You will hear a sound and a new "Cheat" option will appear underneath the other options. Access this option and you will see some faded, dark red options that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat menu.
God Mode (Invincibility): Left-C, Right-C, Down-C.
Clipping (go through walls): Up-C 20 times, Down-C.
Visit (level select): Left-C, Left-C, Right-C, Right-C, Down-C, Up-C.
Butcher (instant enemy death): Down-C, Up-C, Left-C, Left-C.
Health (100 percent health boost): Left-C, Up-C, Down-C, Down-C.

Hot Wheels Turbo Racing

On the main menu screen, press the following button codes for the cheats as shown.

Mirrored Tracks: Z, R, Z, R, Z, Z.
TowJam Car: C-Up, C-Down, Z, R, C-Left, C-Right, C-Up, C-Down.

Infinite Turbos: C-Right, Z, C-Up, C-Down, R, C-Left, Z, C-Right.
Seethru Tracks: C-Up, Z, C-Down, C-Left, C-Up, Z, C-Down, C-Left.
Stealth Mode: C-Left, Z, Z, C-Up, C-Left, R, C-Down, C-Up.

Race at Night: C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right.

Iggy's Reckin' Balls

These codes will get you all the tracks and balls without beating the game! On the title screen, hold the Z button and then press the top R button. The "Enter Cheat" screen will appear. Now enter the following codes for the results as shown.

All Balls (except Iggy's girlfriend): HAPPYHEADS
All Tracks: THEUNIVERSE

Ken Griffey Jr.'s Slugfest

Go to the "Create A Player" option and type "Code" for the first name and one of the following for the last name. A confirmation signal will sound.

Weeble Wobble Player: WEEBLEMAN
Big Heads: BIGGEDZ
Thin Players: TOOTHPICK
Invisible Players: INVISIBLEMAN
Tick-Bodied Players: THETICK
Tiny Players: LIDDLLEAGUE
Big Feet: BIGFOOT
Flat Team: STEAMROLLED
CPU vs. CPU Game: CPUVSCPU
Fireworks Show: Choose any of the teams on exhibition mode, and press Z to view the stadium when the "Stadium Select" appears. Now press the R and Z buttons when viewing the stadium and fireworks will appear behind home plate.

Home Run Griffey: This code only works when Ken Griffey Jr. is up to bat. While you are up to bat press Left, Left, Right, Right, Right, Left, and Left on the Control Pad. You must make contact with the ball after you enter the code to get a home run.

Knockout Kings 2000

Big Gloves Trick: Press START to pause the game in the middle of play and enter C-Up, C-Down, C-Up, C-Up, C-Down. You should hear a bell ring five times, which confirms that you entered the code correctly. To disable Big Gloves, simply re-enter the code.

Legend of Zelda: Ocarina of Time

Hidden Pictures: Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser, and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you will be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you, and throw a bomb right back at you!
Multiple Bottles Trick: Choose any one of the EMPTY bottles you have. Find a shallow pond with a fish or find a fairy. Swing the bottle and, in mid-swing, press START. On the "Select Item" screen, choose any weapon or item (except the ice, fire, or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the

bow or a special arrow, the bow will still work with the arrow. When you collect ammo for the item, it will go back. Note: If you cover a needed weapon, you may not get it back!

Madce: The Dark Age

Wu Mech and Ichiro: When the "Legal" screen appears, press Down, Right, Up, Left. You will hear a sound. You may now choose them from the character select screen. **Grenda:** Win three matches against three human opponents, then go back to the character select screen and press and hold START on the Executioner. Choose him with button A or B.

Ned the Janitor: On the character select screen, press the START button on the following characters in this order: Koyasha, Executioner, and Lord Deimos. Then go to Xiao and press the A or B button.

Pojo the Chicken: Choose Baria and defeat a human opponent with her Execution move (stand about Foot Sweep distance away, hold the Strong button and let go). Before the next match, press START on Controller Two. Back at the character selection screen, move down to Tarja's profile and hold the START button. Pojo will appear in place of Tarja! Keep holding the START button and press A or B to choose the chicken. On this screen, player two may also pick Pojo by holding START on Tarja's profile. **Small Mode:** While playing in VS. Mode (both controllers plugged in) go to the character select screen. Highlight and press the START button on each of these characters in this order: Takeshi, Al Rashid, Ragnar, and Xiao Long. After doing so, if time permits, you may choose a different character.

Madden NFL 2000

Put in any one of these codes at the "Code Entry" screen to initiate the cheat as shown.
20-Year First Downs: FRST1520
100-Yard Passes: PIGSKINFLY
More Injuries: PAINFUL
More Interceptions: PICKEDOFF
Less Sacks: QBINTECHUG
Less Penalties: REFSBLIND
Weird Scoring Rules: DRENBWAY
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINHTHEGAME
Tiburon Stadium: WEFUTITHERE
All-Madden Team: TEAMMAADDEN
EA Sports Team: WEREHETHEGAME
Industrial Team: INFEATUTURE
Marshalls Team: COWBOYS

Mario Golf

Password Screen: At the main menu, highlight the the option labeled "Club House" and press Z+R+A at the same time.
Top Highlands Tournament: Put in KPWXWg3 as the password.
Alternate Costumes: On the character select screen, hold Left-C, Down-C, or Right-C and choose a character.
Left-Handed Golfers: On the character select screen, hold the L button and choose a character.
First Camp Hyrule Cup: Enter oE2561G2 as a password at the "Code Entry" screen to play a tournament on the Koopa Cup course with Donkey Kong.
First Camp Hyrule Cup: Enter 5W689O6 as a password at the "Code Entry" screen to play a tournament at the Top Highlands course with Plum as your player.



**SPEED
PUNKS**



**FUN
COM**



Whatever it takes to win. You supply the lead foot, we'll supply everything else. This isn't about playing fair. It's about launching missiles, taking weaselly shortcuts, blowing out tires and basically stooping to any level to humiliate your fellow driver. Choose from six speed-crazy delinquent racers. Defile 24 hostile tracks. Plug in the Multi tap for a heated foursome. And remember, nice guys finish last.



GoldenEye 007

Button codes have finally been revealed for GoldenEye 007! Just enter these codes during a single player game (don't pause) with the L and R buttons, C buttons, and D-Pad. These codes are tricky, so make sure to hold the buttons for about one or two seconds before going to the next step of the code. We're giving you five of the best ones, with more to come next issue!

All Guns Unlocked: Hold L+R buttons and press C-Down, hold L button and press C-Left, hold L button and press C-Right, hold L+R buttons and press D-Left, hold L button and press D-Down, hold L button and press D-Right, hold L+R buttons and press D-Up, hold L button and press D-Down, hold L+R buttons and press C-Right, hold L+R buttons and press C-Left, hold L+R buttons and press C-Down, hold L+R buttons and press C-Up, hold L+R buttons and press C-Right, hold L+R buttons and press C-Left.

Maximum Ammunition: Hold L+R buttons and press C-Right, hold R button and press Up, hold R button and press Down, hold R button and press Left, hold L+R buttons and press C-Right, hold L+R buttons and press C-Left, hold L+R buttons and press C-Down, hold L+R buttons and press C-Up.



Following list indicate the number of times each button is pressed. After the icons have been changed, press the D-Pad or Analog Stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. For example, to enter 1-2-3 Left, press Turbo, Jump(2), Pass(3), Left. Note: More than one code may be activated per game.

Infinite turbo: 5-1-4 Up.
Fast turbo running: 0-3-2 Left.
Power-up offense: 3-1-2 Up.
Power-up defense: 4-2-1 Up.
Power-up teammates: 2-3-3 Up.
Power-up blockers: 3-1-2 Left.
Super blitzing: 0-4-5 Up.
Super field goals: 1-2-3 Left.
No interceptions: 3-4-4 Up.
No random fumbles: 4-2-3 Down.
No first downs: 2-1-0 Up.
No punting: 1-5-1 Up.
Allow stepping out of bounds: 2-1-1 Left.
Fast passes: 2-5-0 Left.
Turn off stadium: 5-0-0 Left.
Late hits: 0-1-0 Up.
Show field goal %: 0-0-1 Down.
Use punt hang meter: 0-0-1 Right.
Show team plays: 1-0-0 Up.
Hide receiver name: 1-0-2 Right.
Invisible: 4-3-3 Up.
Big football: 1-0-5-0 Right.
Big head: 2-0-0 Right.
Huge head: 0-4-0 Up.
No head: 3-2-1 Left.
Headless team: 1-2-3 Right.
Team tiny players: 3-1-0 Right.
Team big heads: 2-3-0 Right.
No play selection (Teams Must Agree): 1-1-5 Left.

Invulnerability: Hold L button and press Down, hold R button and press C-Right, hold R button and press C-Up, hold L button and press Right, hold L button and press C-Down, hold R button and press C-Up, hold L button and press Left, hold L button and press Down, hold L button and press Left, hold L+R buttons and press C-Right, hold L+R buttons and press C-Left, hold L+R buttons and press C-Down, hold L+R buttons and press C-Up, hold L+R buttons and press Left, hold L+R buttons and press Right, hold L+R buttons and press C-Down, hold L+R buttons and press C-Up, hold L+R buttons and press C-Right, hold L+R buttons and press C-Left, hold R button and press C-Up, hold R button and press C-Down, hold R button and press C-Left, hold R button and press C-Right.

Line Mode: Hold R button and press C-Down, hold L+R buttons and press C-Down, hold L button and press Right, hold R button and press C-Right, hold L+R buttons and press C-Right, hold L+R buttons and press Up, hold L button and press Right, hold R button and press C-Left, hold R button and press C-Up.

Show more field (Teams Must Agree): 0-2-1 Right.
No CPU assistance (Teams Must Agree): 0-1-2 Down.
Power-up speed (Teams Must Agree): 4-0-4 Left.
Hyper blitz (Teams Must Agree): 5-5-5 Up.
Smart CPU opponent: 3-1-4 Down.
Tournament mode (2P Game): 1-1-1 Down.
Always quarterback (Requires two human teammates): 2-2-2 Left.
Always receiver (Requires two human teammates): 2-2-2 Right.
Old day stadium: 5-0-1 Up.
Day stadium: 5-0-1 Down.
City stadium: 5-0-1 Left.
Old night stadium: 5-0-2 Up.
Night stadium: 5-0-2 Down.
Future stadium: 5-0-2 Left.
Old snow stadium: 5-0-3 Up.
Snow stadium: 5-0-3 Down.
Roman stadium: 5-0-3 Left.
Grass field: 3-0-0 Up.
Asphalt field: 3-0-1 Up.
Dirt field: 3-0-2 Up.
Astro turf field: 3-0-3 Up.
Snow field: 3-0-4 Up.
Fog on: 0-3-0 Down.
Thick fog on: 0-4-1 Down.
Snowy weather: 5-0-2 Down.
Rainy weather: 5-0-5 Right.
Night game: 0-2-2 Right.

NFL Quarterback Club 2000

Enter one of these codes at the cheat menu to enter the results as shown.
Rugby Mode: RGBY

More Injuries: HSPTL
Big Football: BCHBL
Flubber Ball: FLBBR
More Fumbles: BITFRNGRS
Large Coin at Toss: BGMNY
Players on Fire: HSNFR

NHL 99
No Speed: FASTER
No Goals: PULLED

NHL Breakaway '99
All Cheats: At the main menu screen, quickly press C-Left, C-Right, C-Left, C-Right, R, R, A. "Cheat Menu" option will appear below the other menu items. Access this option to change the player types, sizes, checks, and glass break percentage.

Off-Road Challenge
El Cajon Track: On the track selection screen, hold Up on the Control Pad and press the L+R buttons simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold Z, and press the A button.

Flagstaff Track: On the track selection screen, hold Left on the Control Pad and press the L button. You'll hear an air wrench sound. Now highlight the Mojave track, hold Z, and press the A button.

Guadalupe Track: On the track selection screen, hold Down on the Control Pad and press the R button. You'll hear an air wrench sound. Now highlight the Vegas track, hold Z and press the A button.

Monster Truck: On the track selection screen, press one of the following C button combinations to get the alternate Monster Truck.

Thunderbolt: Left-C.
The Crusher: Right-C.
4x4: Monitor-Up-C.
Punisher: Down-C.

Paperboy
From the main menu screen, go to the options. On the options screen, go to "Secret Codes." Now enter any one of the codes shown below for various results.

Faster Movement: RUSH
Flower Movement: WAKING
Can't See Far: MAGOO
Obstacles Are Invisible: JUMBLE
Obstacles Scream When Hit: SCREAM
Newspapers Are Hugs: SUNDAY
Unlimited Newspapers: NOBUNDE
See Every Headline: HEADLINE
Paperboy Can't Get Hit: INVINC
Choose Your Level: MAXSUBS
Super Jump Springs: ALLJUMP
High Jump: MOON
Tiny Paperboy/Papergirl: LITTLE

Quake II
Unlimited Ammo in Multiplayer: S3T1: NF1N :1T35:HTS
Low Gravity in Multiplayer: S3TLOWGR V1TY:7777

Final Mission Password: To access the "Password" screen, choose "Load Game," then press B when the list of saved games appears. Now enter F60: VQCH 7BHF DQQL as password.
Timed Mission: First, make sure you have no Controller Pak in the Control Pad. On the title screen where you see "Start" and "Options," highlight "Start" and enter it. On the "Mode" screen, choose a Single game. On the "Start

Game" screen, choose Load. When it asks you for a Controller Pak, choose the "Do Not Use" option. This will bring you to the "Password" screen. Now enter FBBC VB88 FBBC VB7F as a password. You will automatically be brought to a timed game and it will be called "Mission 0."

Rainbow Six
Choose Your Starting Level: On the title screen, choose the "Quick Start" option. When asked to enter the campaign password, enter VZRFMTQ8GSQ with the Analog Stick. Now, on the "Choose Mission" screen, you can choose up to 2 different missions!

Rampage 2: Universal Tour
Master Code: This code opens up a hidden cheats menu! To do this, you must enter BVGGY on the password screen and go to the options screen. A new option will be available called "Cheats." You now can select your starting level, damage amount, number of lives and more!

Ready 2 Rumble Boxing
Select Championship Mode from the main menu. Then, choose "New Game" and enter your gym name as one of the passwords shown below.
Bronze Class Boxers: BRONZE (This also opens up Kemo Klax in Arcade.)
Silver Class Boxers: SILVER (This also opens up Bruce Blade in Arcade.)
Gold Class Boxers: GOLD (This also opens up Nat Daddy in Arcade.)
Champ Class Boxers: CHAMP (This also opens up Damien Black in Arcade.)

New Costumes: In Arcade Mode, go to the boxer selection screen and press C-Left-C-Up at the same time.

Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer, and pick the "Train Boxer" option. Now highlight "Rumble Aerobics Training," press Left, and then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs \$25,000 for \$500! This will boost your strength and experience very quickly. You can also purchase the Sway Bag for \$500 instead of \$1,000 by pressing Right instead of Left.

Resident Evil 2
On the title/main menu screen, highlight and choose the "Load Game" option. On the saved games screen, enter the following button sequences for the results as shown.

Invincibility: On the saved games screen, enter Down, Down, Down, Left, Left, Left, Left, L button, R button, R button, L button, Up-C, Down-C. Once you enter the code correctly, you will be taken back to the previous screen. From here you can choose to begin a new game or load a saved one. You are now invulnerable from all attacks!

Unlimited Ammo: On the saved games screen, enter Up, Up, Up, Up, Right, Right, Right, Right, L button, R button, L button, R button, Right-C, Left-C. Once you enter the code correctly, you will be taken back to the previous screen. From here you can choose to begin a new game or load a saved one. Your ammunition will go down to zero, but you can keep firing and it will never run out!



Revolt

All Cars and Tracks: From the main menu, enter B, A, Z, Z, B, L, A, C-Down. You will hear a sound to confirm it was entered correctly.

Roadsters

Enter any of these passwords as the driver's name on the driver select screen to activate the trick. If you want to enter another trick, press Z and rename the driver again. All codes will stay active until you enter CheatsOff as the driver's name.

Race Circuits Backwards: Anyway
All Cars, Divisions, and Circuits: Gimme ALL
Quick Cash: fastBUCKS (This will give you \$25,000 instead of \$40,000 after you begin the Roadsters Trophy)

Quick Cash 2: EasyMoney (This will give you \$1,000,000 instead of \$40,000 after you begin the Roadsters Trophy)

Division Wins: Trophies (This gives you second and third division championship wins after you begin the Roadsters Trophy. Now you can race in any division! Note: There is a space before the T)

Squeaky Voices: Smurfing

Huge Wheels: BigWheels

Star Wars Vehicles: Skywalker (The cars will look like "Star Wars" stylized hover vehicles.)

RC Cars: Car Radio (The cars look like radio controlled cars. There are no drivers and the action will be seen from the replay camera.)

Bird's Eye View: Chopper (This gives you a top-down view of the action.)

Resolution: Extra rez (You can change the resolution in the "Options" menu. Note: This only works if a RAM Expansion Pak has been installed.)

Cheats Off: CheatsOff

Rush 2: Extreme Racing USA

At the Setup screen, hold L+R+Z. While holding these, press all four C-buttons. A cheat menu will appear where you can access the tricks below.

Mass: Highlight "Mass" and hold L+R and press Up-C. Down-C, Left-C, Right-C.

Killer Rats: Highlight "Killer Rats" and hold L+R and press Z, Z, Z, Z.

New York Cars: Highlight "New York Cars" and press R, L, Z, Up-C, Down-C, Up-C.

Resurrect in Place: Highlight "Resurrect in Place" and hold Z+Left-C, and press Right-C. Then hold Z+Right-C and press Left-C.

Frame Scale: Highlight "Frame Scale" and hold Z+Down-C, and press Up-C. Then hold Z+Up-C, and press Down-C.

Tire Scaling: Highlight "Tire Scaling" and hold Z+Left-C, and press Right-C. Then hold Z+Right-C, and press Left-C.

Auto-Abort: Highlight "Auto-Abort" and quickly press Up-C four times.

Game Time: Highlight "Game Time" and hold Z+Left-C, and press Up-C. Then hold Z+Up-C, and press Down-C.

All Cheats: Highlight any cheat option and press L+R+Z+Up-C+Down-C+Left-C+Right repeatedly until each cheat becomes selectable.

Tag Mode: (Note: You do not need to activate the Cheat Menu to do this trick.) Choose the Practice Mode with two players. Then, after both players have selected their cars, press Up-C a couple of times during the countdown. When the game begins, the word "It" will appear on the second player's word of the screen. The player who is not "It" becomes "him" when his car is hit by the other player, or

is destroyed. A time will keep track of how long the current player has been "It."

San Francisco Rush

Back Tire Size: Press and hold Right-C, then Left-C, release and reverse.

Car Size: Press and hold Down-C, then Up-C, release, then press Up-C, then Down-C. Release to activate the code.

Drive Burning Hulk: Hold Up-C and press Z, Z, Z.

Front Tire Size: Press and hold Left-C, then Right-C. Release. Then press and hold Right-C, then Left-C. Release.

Turn Car into Mine: Press Right-C, Right-C, Z button, Down-C, Up-C, Z button, Left-C, Left-C.

Secret Alcatraz Level: Go to the "Start game" menu and choose "Circuit." Now on the select player screen, choose the "Just Play" option.

The "Enter Code" option will flash. Choose this option and put in this password as follows: 8DP5K6J5G5p9G9WCCYQDRDQ.

After you enter this circuit-winning code, the "Circuit" menu appears. Choose the option to "Continue Circuit" and let time run out while racing. You'll be rewarded with a celebration screen and the code to get the Formula 1 car.

On the car select screen, hold Left-C, then Z and release them. Press Left. On the setup screen: Hold Up-C, then Z and release them. Press Up. On the car select screen: Hold Down-C, then Z and release them.

Press Down, L button, R button. Now go back to the select track screen and you will be able to choose Track 7, which is the Alcatraz Track!

S.C.A.R.S.

On the "Option Settings" screen, move down to the "Password" option and enter one of these codes for the results shown.

Crystal Cup: LGSS55
Diamond Cup: CRKYY
Zenith Cup: DZPKKK
Master Mode: PKPRTS
Scorpion Car: SDDSRT
Cobra Car: TRITLL
Cheetah Car: RNRNRN
Panther Car: YMSSTR

All Cars and Tracks: LVLVDD
Open All Secrets: At the player select screen, press Left, Up, Right, Down, Z, R, Down, Left, Up, Right. Every cheat will now be opened.

South Park

All Characters in Multiplayer: From the main menu screen, choose the "Enter Cheat" option. On the "Secret Decoder" screen, enter OMTGTYKB and press button B. The screen will say "All Characters Activated." Now, in Multiplayer Mode, go to the "Character Select" option and you will see that all of the characters are open! Now you can play as the extra characters from the show such as Starvin Marvin and Big Gay Al!

Ultimate Cheat and More: BOBBYBIRD
Level Select: THEEARTHMOVED
Skinny Characters: VEGGIEHEAVEN
Big Headed Characters: MEGGANOGGIN
Credit Cheat: SCREWYOUUGYS
Infinite Ammo: FATTERKNACKER
All Weapons: FATKNACKER
Invincibility: ASSMAN
Pen and Ink Mode: PLANERIUM

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Level Select: THEEARTHMOVED
Skinny Characters: VEGGIEHEAVEN
Big Headed Characters: MEGGANOGGIN
Credit Cheat: SCREWYOUUGYS
Infinite Ammo: FATTERKNACKER
All Weapons: FATKNACKER
Invincibility: ASSMAN
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Cyber Tiger

From the title screen, choose Play. Now pick Stroke or Match Play and choose to enter a golfer. Go to the "Edit Name" option and enter one of the following codes for the results as shown.

Unlock Kinnik: Choose any character and change the name to Rapper.

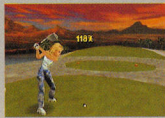
Unlock Starr: Choose any character and change the name to Retro.

Unlock Marvin the Alien: Choose any character and change the name to UFO.

Change the Levels of Utitiger: Choose Utitiger and change the name to Prodigy.

Unlock the Volcano Course: Choose any character and change the name to Stihelens.

Stihelens.



initials. While in this screen, hold down the Z button and use the L shoulder button to type in RRTANGENT. Now scroll over to the "End" option while still holding Z and hit the L shoulder button once more. At this point nothing will happen. Now, while still holding Z, push the B button to exit the screen and then push A to bring you back into the initials screen. Now, while holding Z and using L shoulder button, type in ABACUS. Scroll over to the "End" option and while holding Z, push L. It should say, "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the "Pause" menu push Left, Down, Right, Up. The "Game Cheats" option should appear. From this screen you should be able to toggle

Invincibility, AI speed, Intelligence, Mirror Mode, and Edit Vehicle Stats!

Auto Pilot: First, put in the Debug Trick. Then while playing a game, press R+Z to activate auto pilot, where you only have to control the speed of your pod race. Press R+Z again to deactivate the auto pilot and get back full control of your race.

All Tracks and Racers: First, put in the Debug Trick. After that code has been activated, go to the main screen and press and hold L+R. Next, press Right-C. It should say, "All Pods and All Tracks Unlocked" in blue and white flashing letters. The file with all pods and tracks will be at the bottom and will be named "DBG." Go into that file and all the pods and tracks are available for use.

Insult the Favorite: Press and hold the Z button before starting a race.

Star Wars: Rogue Squadron
Naboo Fighter: Enter HALFAX7 and ignore the onscreen entry sound. Next, enter IYNGWIEI as a second passcode and a Naboo Starfighter from Star Wars Episode II: The Phantom Menace will be between the X-Wing and V-Wing at the ship selection screen. The new fighter will be available in any mission that does not require a Speedster or T-6 Skyhopper. To disable the code, enter HALFAX7 as a first passcode and anything else as a second passcode.

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simultaneously: L button, R button, Up-C, Down-C, Left-C, Right-C, Z, and Left on the D-Pad. With all of these held, press the Analog Stick halfway to the Left and wait until you hear a low beep. Now press halfway to the Right and wait for the low beep again. Press halfway to the Left again and wait for the beep, and then again halfway Right. Do it once more pink test. If done properly, you should see main text above all the other options on the top of the screen. Use the L and R buttons or Left and Right on the D-Pad to switch between the available debugging options such as "Invincibility," "50 lives," "Get All Stuff," "Antialiasing," "Texture," "Lighting," "Fog," "Next Level," "Kill Dash," and much more! Resume your game to take advantage of any of the "Debug" options.

To get the Debug Menu again, pause the game and press L button, R button, Up-C, Down-C, Left-C, Right-C, Z, and Left on the D-Pad. With all of these held, hold halfway Left on the Analog Stick and the debug text will reappear.

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Hydro Thunder

Super Start: When the countdown starts ("Three, Two, One, Go Go Go!"), press and hold the A button immediately after the announcer says "One." If your timing is correct, you will boost ahead and a voice will say, "Super Start."

Boost Jump: When you want your boat to jump over an obstacle or to get a boost powerup, just hold the A button and press B+Z at the same time.



cles throughout the course will be turned off. This makes things a little easier for you to maneuver around without thinking about what will disable.

Turtle Shell Tactics: There are some facts about turtle shells that few know about. While in the Lava Stage, you can get several 1-Ups by traveling on the lava. Remember, though, it is only obtainable on Stars 1-5; it can travel on the quiksand on the Desert Stage, or water surfaces. By rapidly jumping on steep surfaces, you can climb almost anything using the turtle shell, making it totally possible to go anywhere on any stage.

Super Smash Bros.

Borrow a Life: When playing a team multiplayer match, if you are defeated but your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+START. Be sure to ask for permission from your friend.

Change Outfits: You can change your character's outfits by tapping the four C buttons at the character select screen. Some costume changes are limited to colors, but characters like Pikachu are also available with a hat.

Tetrisphere

Go to the "New Name" screen and press L, Right-C, Down-C to bring up the secret characters for use on the "Password" screen. Use the A button to select the letters. Now enter the following cheat codes for various results:

A Hidden Lines Game: LINES

View the Credits: CREDITS

Secret Music: G(ALIEN HEAD)MEBOY

Level Select (from secret characters): Saturn, Spaceship, Rocket, Heart, Skull.

Toy Story 2

Level Select: On the main menu/title screen, use the Analog Stick, not the Pad, and press it in the following directions: Up, Up, Up, Down, Down, Up, Up, Down, Down. You will hear an animal noise if the trick was done correctly. When you begin your game, press Right on the Analog Stick to move to different stages. Now you can choose your starting level!

Triple Play 2000

Three Balls: When you are pitching or up to bat, hold L+R+Z and press Up, Down on the D-Pad or Analog Stick. You will hear a click. One more ball and you walk!

Three Outs: Hold L+R+Z and press Down, Up on the D-Pad or Analog Stick. This is a quick way to end the innings!

Turok 2: Seeds of Evil

Enter any of these codes at the "Enter Cheat" option on the main menu screen, or when paused, access the "Enter Cheat" option and enter a code. Access the "Cheats" option to turn on the cheats of your choice.

Big Head Mode: UBERNOODLE

Stick Mode: HOLASTICKBOY

Big Hands and Feet Mode: STOMPPEM

Tiny Mode: PIPSSQUEAK

Pen and Ink Mode: IGOTABFA

Gourami Mode: WHATSATEXTUREMAP

Juan's Cheat: HEEERESJUAN

Zach's Cheat: AAHQOO

Blackout Cheat: LIGHTSOUT

Frooty Stripe Characters: FROOTSTRIPE

Unlock All Cheats: Go to the main menu and enter the "Enter Cheat" option. Now enter BEWAREOBLIVIONISATHAND. To activate any of the newly unlocked cheats, go to the "Cheats" section from the main menu.

Co-Op Single Play Levels: Note: Must have "Unlock All Cheats" opened for the desired level.

Begin a Game in Multi: Go to the "Cheats" menu after players have chosen characters. Warp to desired level. You can now play cooperatively on any boss or level. Be careful about warp points—enter at the same time or it will screw up the game by loading two maps at once!

Vigilante 8

From the title screen, access the options menu. In the options, go to the "Passcode" option and enter any of the following codes for the results as shown.

Reduced Gravity: A_MOON_GETAWAY

No Enemies Present: POPULATION_00

No Damage: LIVING_FOREVER

All Ending Movies to Play in Sequence: LONG_SLIDESHOW

Choose the Same Car or Enemy Car in 2P: CODE: MIX_MATCH_CARS

Unlock All Cars Except Flying Saucer: GANGS_UNLOCKED

Unlock the Flying Saucer: GIMME_DA_ALIEN

Unlock Hidden Levels: LEVEL_SHORTCUT

Enhanced Missile: MISSILE_ATTACK

Hardest Difficulty: I_AM_TOUGH_GUY

Slow Motion Mode: GO_REALLY_SLOW

Ultra High-Res Display Mode: MAX_RESOLUTION

No Weapon Delay While Firing: FIRE_NO_LIMITS

Unlock Everything: !TBT!CFD!LRMGW

V-Rally Edition '99

Cheat Options: When you are at the screen that says "Press Start," enter L+R, C-Left, C-Right, L+R, START. Now on the main menu

WCW Mayhem

Spring Stampede PPV Code: On the main menu, highlight and access the "Pay-Per-View Password" option. On the password screen, enter the code as shown.

WCW Spring Stampede: @JHkfyBwQOQ (With this code, you'll get the WCW Stampede ring. The matchups will be DDP vs. BFP; Booker T. vs. Kidman; Lash vs. Buff; and Sting vs. Hart.)



screen, hold Z and press L. The word "Cheats" will appear underneath the other options. Now you can unlock cars, choose no time, and more!

Wayne Gretzky Hockey '98

Get Bonus Teams: Go to the "Options" screen. Hold L button and press C-Right, C-Left, C-Left, C-Right, C-Left, C-Left, C-Left, C-Left. If done correctly, the new teams will be available right away.

Choose Your Opponent: Highlight the team you want to play against and press C-Right, C-Right, C-Right. If done correctly, you will hear a click.

Nonstop Fighting: At the "Options" screen hold the L button and press C-Right, C-Left, C-Left, C-Down, C-Up, C-Up, C-Down, C-Left, C-Right, C-Right, C-Left, C-Right, C-Left. If done right, you'll get in a fight every five to 20 seconds.

WCW Nitro

All of these codes are to be entered at the title screen.

Balloon Heads: Left-C(7), L, Z. Damage to wrestlers makes their heads swell.

Big Heads, Hands and Feet: R(7), Right-C, Z.

All Wrestlers: Right-C(4), Left-C(4), R(4), L(4), Z.

Extra Rings: Left-C, L-Right, C, R, Left-C, L, Right-C, R, Z.

Big Heads: Right-C(7), R, Z.

Damage Move: First you must unlock the extra rings to do this trick. Choose the Disco Ring from the options screen. If you hit B when competing in the Disco Ring, the fighters will do a little dance.

WCW/nWo Revenge

Nitro Arena Trick: When fighting in the entrance way, throw your opponent into the black door at the very end. He will disappear for several seconds and then will come running out like he just hit the ropes.

Playable Managers: Go to One-on-One Exhibition match and choose wrestlers that have managers. After play begins, press Z on the third and fourth Controllers and you will take control of the managers.

Play as THQ Man: Highlight AKI man and press C-Down. THQ is similar to Black Ninja from WCW vs. nWo.

Steal Opponent's Taunt: Rotate the Analog Stick counter-clockwise. For example, if this is when you're playing Goldberg against Disco Inferno, Goldberg will begin to get funky and do a disco dance. Try this with everyone for different (hilarious) results.

WinBack: Covert Operations

Title Mode: On the title screen that says

"Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C-Down, and press START. Now Trial Mode will be available. You can play any level in the game in this mode.

Open All Multiplayer Characters: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C-Up, and press START. This will give you access to all the characters, including the bosses!

Max Power: This trick will give you all the game's weapons with unlimited ammunition. On the "Press Start" screen, quickly press C-Right, C-Left, C-Right, C-Left, C-Down, C-Up, C-Down, C-Up, then hold the L button and press START. You will hear a gunshot if entered correctly.

World Driver Championship

Access all G2 Circuit Cars: In Championship Mode, after entering your name and hearing from the racing teams, you come to the G2 Circuit menu. It says, "Teams/Even Select," "Save Game," and "Main Menu" on the left. Using the SECOND Controller, press Z, Right, Z, Z, Z, B, C-Down, A, Right, START. There will be no notification and the screen will advance when you hit A, but all of the G2 cars will be available. Note: No experience points will be gained and the same number of Gold Cups will still be needed to unlock events.

WWF WrestleMania 2000

These characters aren't readily available, so here are the methods to open them up.

Dude Love: Win King of the Ring and be part of the main event at SummerSlam. Dude Love will come out at the end.

Cactus Jack: Win the Hardcore Belt and then beat Cactus Jack.

Jerry Lawler and Jim Ross: These two WWF announcers join your list of wrestlers once you've made it to WrestleMania.

Shawn Michaels: Win the Royal Rumble and earn a title shot at WrestleMania. Once you win the title, Shawn Michaels will challenge you. Beat this wrestler to unlock him.

Stephanie McMahon: Play as Test for the first month and a half of Road to WrestleMania and she will accompany you.

Paul Bearez: Play as Undertaker for the first month and a half of Road to WrestleMania and he will accompany you.



PlayStation

GameShark Codes

3 Xtreme

At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter any of the codes as shown for various results.

- Unlock All Exhibition Tracks: VOUEYUR
- Unlock All Freestyle Tracks: TRIOXY
- Unlock All Alien Characters: ASTROMEN
- Unlock Lug Nut: LUGNUT (Lug Nut is a Frankenstein skateboarder with 95% in all attributes.)
- Unlock Bink the Alien Skateboarder: BINK
- Unlock Red the Car: REDCAR
- Unlock Domique: DOMINIQUE (Domique is a monster with 95% in all attributes.)
- Unlock Nyub the Alien Rollerblader: NYUB
- Unlock White the Car: WHITECAR
- Unlock TP: TP (TP is a mummy with 95% in all attributes, with a bike called Pharaoh.)
- Unlock Geep the Alien Biker: GEEP
- Unlock Blue the Car: BLUECAR

40 Winks

First, press START to pause the game and then press and hold the SELECT button while quickly entering these codes.

- All 40 Winks: Left, Down, Right, Right (You must do this code while you are in the house.)
- All Dream Keys: Circle, L1, L2, L1 (You must do this code while you are in the house.)
- All 10 Moons: Up, L, Left, R2, Left
- All 50 ZZs: Right, L1, Up, R1, L1
- All 40 Cogs: Down, R2, L1, Up, R2
- Big Head: L1, Up, Right, L2, Up

Akuji: The Heartless

Debug Mode: Press START to pause the game then hold L2 or R2 and press Left, Up, Triangle, Right, Square, Left, Triangle, Up, Down, Right, Right. Then press X for the Debug menu to appear. You can choose many options, including your starting level.

Invincibility: Press START to pause the game, then hold L2 or R2 and press Right, Right, Left, Triangle, X, Up, Circle, Left. Akuji will be invulnerable to all hits.

Andretti Racing

Hidden Cars: Here are two codes to enter that will access higher performance cars for your next race. Just choose "Begin Career" and enter your name as GO BEARS! or GO BRUNSI depending on what type of car you wish to race in. At the next screen, choose from several performance cars with incredible records!

Extra Car Options: Just begin a race and press Start to pause. Select the option, "Race Statistics," and then press and hold: L1+L2+R1+R2+X+Circle simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

Armored Core: Project Phantasma

Fixed Camera: Press and hold Circle+X simultaneously. While doing this, press START. Press START again to unpauses the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpauses the game one more time.

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Die Hard Trilogy 2

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning John McClane figure. In the middle of the third person game, press START to pause. Now enter one of these codes for various results. For maximum results, enter the Unlimited Ammo code after the Every Weapon code.



Cockpit View: Press and hold Triangle+Square simultaneously. While doing this, press START. Press START again to unpauses the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpauses the game one more time.

Change Pilot's Name: With "A.C. Name Entry" highlighted, press and hold SELECT. Then press the X button. You will now be able to change your originally registered pilot's name.

Emblem as Raven's Nest Wallpaper: While in "Edit Emblem," press and hold the L1 and R1 buttons and then press SELECT. The selected emblem will be tiled over the background.

Army Men 3D

After you have started the mission, press the START button to bring up the pause screen. These codes must be put in within about two seconds to work.

Make Sarge Invincible: Hold Square, Circle, L1, L1+L2 (Simultaneously).

All Weapons: Hold Square, Circle, R1, L1, R1+R2 (Simultaneously).

Asteroids

On the title screen when "Press Start" is flashing, press and hold the SELECT button and enter one of the following codes.

Unlock Classic Asteroids: Circle, Circle, Circle, Triangle, Square, Square, Circle

Unlock the Fourth Ship: Triangle, Circle, Circle, Triangle, Square, Circle, Square

Level Select: Square, Triangle, Circle, Triangle, Triangle, Square, Circle (Change levels and zones and turn the collision off by pressing SELECT+START and then choosing the option you want. Press L1 to activate that cheat.)

Classic Cheats: The following codes will work once you pause in the middle of the classic Asteroids game.

Add One Life: Up, Down, Left, Right, Circle, Square, X, Triangle.

99 Lives: Up, X, Down, Triangle, Left, Square, Right, Circle.

Invincibility: Down, Down, Up, Up, Circle, Square, Triangle, Triangle.

Bass Landing

Check out the Free Fishing Mode on your next Bass Landing outing and experiment with the Lake Configuration settings. Here are some

Every Weapon: Square, Square, Circle, Circle, L1, L1.

Unlimited Ammo and Grenade Weapons: L1, L1, R1, R1, Circle, Circle.

Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.



suggestions as to how to configure the lake conditions for that optimal fishing experience. Now you can hook your limit!

Lake: Lunker Lake.

Pressure: None.

Season: 4 Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (August-October).

Weather Yesterday: Cloudy/Sunny.

Weather Today: Cloudy/Sunny.

Wind Direction: East.

Wind Speed: 0.0 to 1.0.

Water Temp: 60° - 70°.

Water Quality: Clear.

Star Time: 6:00 - 8:00 or 15:30 - 17:30.

Time Elapsed: None.

Best Lures: Spinnerbait and Popper.

Hint: Fish like to hide in and around vegetation.

Blast Chamber

Infinte Lives: Go to the main menu screen and with Controller one enter Square, Left, Square, Right, Circle, Down, Circle, Up. Go into the games option and choose the "Solo Survivor" option. Once you select this, you will have chosen One-player Mode. Go back to the main menu and begin your game. Now when you die in the game, your lives meter will not go down!

Level Passwords: Go to the password screen and enter one of the following codes. Hit the X button to register the password and begin playing.

Ziggurat: NAEEMMAAB
Backstab: MAGDIEAH
Fall N Arch: NINPKDOME
Fugitive: MJKKAMKC
Rainbow: JODDIEGH
Lavapalooza: ICPABNA

Bust A Groove

Dance Preview: Finish the game under the "Normal" difficulty setting with any character and you'll open the Dance View on the main menu screen. You will be able to view dance moves, mess with camera angles, and other stuff with any of the characters who completed the game. Make sure you save!

Alternate Characters: Highlight a character from the player select screen, hold SELECT, and press X. You'll get that character's alternate costume.

Play as Capoeira: Finish the game under the

Alundra 2	
Infinte Health	8006771003E7 8006771203E7 8006771403E7 8006771803E7
Infinte Gold	800677080101
Rising Sword	80067746C004
Valar Shield	8006746E002C
Infinte Keys	800674A0E100

Armored Core: Master of Arena	
All Cores	80036FF0E101 800370000101 800370020001
All FCS Parts	800370580101 8003705A0101 8003705C0101 8003705E0101 800370600101
All Optional Parts	800370680101 8003706A 0101 8003706C 0101 8003706E 0101 80037070 0101 80037072 0101
Infinte Money	8003EA760010

Army Men World War	
After 1st Save All Levels Unlocked	800F7A080002 800F7ADC0006 800F7BC70250
Infinte Health	800FCEA017F0
Infinte Health FT Boat	800FFB01814D 800FFA50EADF0 80100C901EAD 800F98909099
Infinte Health Jeep	800F89A09099
Infinte Health Tank	800F89A09099
Infinte Health Train	800F89A09099
Infinte Bazooka/Mortar	800F89A09099
Infinte Flamethrower/ Air Rifle	800F89A09099

Asteroids	
Infinte Lives P2	8011014A0003
P1 Ship Excaltor	800D77C4C009
P2 Ship Excaltor	800D77C4C009
Inf. Lives P1 Classic	801118480001
Inf. Lives P2 Classic	801118480001
Classic Asteroids	8011012A0001

Crusaders of Might and Magic	
All Armor Talismans	500009010000 301055630001
All Shield Runes	500009010000 301055630001
All Shields	500003020000 801051720001
All Spells	500008010000 301056490001
All Weapon Talismans	500009020000 8010519C0001
Special Difficulty (New Game)	8000188A0003
Black Guard Armor	801051F00004
Scepter of Agency	801051DC0001
Infinte Gems	500009020000 801051AE2710 801051D07530 800F1D0C752F
Infinte Gold	500005020000
Infinte Items	801051D07530 801051E0752F
Infinte Mana	500004020000
Infinte Weapons	8010513C0001 500002040000 8010515C2710

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NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter C9PSAUBNAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus.



"Normal" difficulty level with any character. Now you can choose Capoeira.

Play as Robo-Z: Finish the game under the "Normal" difficulty level with any character after you acquire Capoeira.

Play as Burger Dog: Finish the game under the "Normal" difficulty level with Hamm after acquiring Robo-Z.

Play as Colombo (The Mouse): Finish the game under the "Normal" difficulty setting with Shorly after acquiring Robo-Z. Now you will be able to access all the hidden characters in 1p or 2p Mode!

Bust-A-Move 4

Enter these codes quickly at the title screen while the words "Press Start Button" flash.

More Puzzles: At the title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu, choose "Puzzle" and then pick "Arcade." Choose your difficulty level and then you'll be able to play a plethora of new stages!

All Characters: Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.

Tarot Reading: Up, Triangle, Down, Triangle. Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.

Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must have put in all the Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.

Bust-A-Move '99

New Puzzles: At the "Press Start Button" screen, press Circle, Left, Right, Circle, Up. You should see an enemy in the bottom-right corner of the screen. Now press START and go into Arcade Mode. Choose "Puzzle" from the game select screen. Choose your difficulty and your character. Now pick your starting level (A or B) and you will have new puzzle challenges!

Centipede

Extra Lives: Begin an Adventure game. Now press START to pause the game. While paused, press L, L2, L1. You will hear a voice say, "Wally, help me!" Press START to unpause the game, then press START one more time to pause. Press Right on the Control Pad and you will add an extra life. Keep pressing Right multiple times to add an insane number of lives!

Invincibility: Put in the extra lives code and make sure the number of lives you add ends

in an odd number. The invulnerability text will appear in the upper left corner of the screen if done correctly.

Level Select: First, choose "Adventure" from the main menu screen. When you are on the screen that shows your level, press R1, R1, R2, R1. You will hear a confirming sound. By pressing Right on the Control Pad, you will be able to choose any level and world within that level.

Civilization II

Money Code: After you create your first city, access the "City" option. At the city screen, choose "Rename" and enter the name of your city as _Cash. When you enter the upper case H, be sure to hold the R1 button at the same time. Instead of gold, you will start out with almost 30,000 gold! Repeat this code once your money gets low again.

Command & Conquer: Red Alert Retaliator

In the middle of the game, press the Triangle button to bring up the sidebar. Now, move the cursor over the appropriate symbols (X, Circle, Triangle, Square) and key in each sequence with the Circle button to obtain the following results.

Win Current Mission: Circle, Circle, Triangle, X, X, Square.

LOSE Current Mission: Circle, X, Circle, Square, Square, X.

Unshroud: Triangle, Triangle, X, Circle, Triangle, Square. This turns off the shroud so you can see everything in the level.

Increase Money: X, X, Square, Circle, Circle, Circle. This increases your money by \$1,000 each time you enter the code.

Equip Parabombs: X, X, X, Circle, Triangle, Square.

Equip Nuke: Circle, X, Circle, Circle, X, Square.

Equip Chrono: Square, Circle, Triangle, X, Circle.

Equip Iron Curtains: Square, X, Circle, X, Triangle, Triangle.

Change Civilian Names: Square, Square, Circle, Circle, Triangle, Triangle. This replaces the generic "civilian" names with real names.

Soylent Green: Square, X, Square, X, Square, X. This makes you harvest people instead of ore. Plug your ears from the screams!

Cool Boarders 4

To access these cheats, go to the name entry screen and put in the following passcodes. You will hear a voice say, "Hey, no cheating" to confirm that you've entered the code correctly.

Every Mountain Available: ICHEAT

Every Special Event Available: IMPSECIAL

Crash Bandicoot

All Levels: Enter the following code at the "Password" screen: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu: Press Left, Triangle, Right, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

Unlock Pinstrip: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstrip in any mode except Adventure.

More Tracks: Right, Right, Left, Triangle, Right, Down, Down.

Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.

Super Turbo Pads: Triangle, Right, Right, Circle, Left.

Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.

After entering one of these next tricks, you will have to reset the game to get a different unlimited object.

Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.

Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.

Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.

Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS," or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode.

At main menu screen (with Adventure, Time Trial, etc.): press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).

Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.

N. Tropy: Down, Left, Right, Up, Down, Right, Right.

Croc 2

Max-Out Your Crystals: On title screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many as you like (press the same button sequence) for a maximum of 9,999!

Cyber Tiger

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.

Cyber Badlands Course: HAMESO

Cyber Canyons Course: NARPO

Cyber Sawgrass Course: SECARE

Cyber Summerlin Course: PORASO (Now you have your choice of courses!)

GameShark Codes

Continued from Page 35

Maximum Accuracy	800F1D10032F
Maximum Health	800F4E28752F
Maximum Mana	801051E4752F
Maximum Spell Ranks	500008010000
	301056540004
Maximum Strength	800F1D0E03E7
Max. Weapon Ranks	500004010000
	3010565E000E
	500002020000
	3010566E000E

Destrega

Extra Characters	800E34B40010
	800E34F40001
P1 1-Hit Death	D00C99200028
	800C99440004
P2 1-Hit Death	D00C9B2000C8
	800C9B200044

Dragon Valor

Max HP	80089A6E03E7
	80089A7003E7
Max MP	80089A7203E7
	80089A7403E7
Max Val	800A2180270F
	800A21820000

Eagle One: Harmer Attack

Infinite Rockets	8003D4082400
Infinite Missiles Air-To-Air	

	800189602400
Extra Armor	80038A442400

Enable All Levels	8010E7000005
	8010E2D00005

	8010E3500005
	8010E3C00005

	8010E4500005
	8010E4F00005

F1 2000

Quick 1st Place Ranking	E0034E2D0000
	30034E2D1010

Low Lap Time	80034E2D0040
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Galerians

Rion: Infinite HP	801AF97200C8
	801C2F9C00C8

Rion: No AP	801AF92000C0
Rion: Infinite Nalcon	801AF97800C8

Rion: Infinite Red	801AF97D00C8
Rion: Infinite D-Felon	801AF98000C8

Rion: Max Psychic Level	301C2F6000C8
	801AF9AEFFFF

Rion: Have D-Felon	801FD004FFFF
Enable All Movies	801FD00600FF

Hydro Thunder

Always Place 1st	8009D0580001
All Tracks And Boats	800A223C0000

	800A223E0000
	800A22400000

	800A22420000
	800A22440000

	800A22460000
	800A22480000

MLB 2001

Infinite Creation Points	801DCC4800C8
	D00892740000

1 Ball For Walk	800892740003
	800892740000

Never Strike Out	D00892720000
1 Strike For An Out	D00892720000

	D00892700000
	800892700002

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GameShark Codes

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2 Outs Per Inning 800B92700000
800B92700001

Need For Speed: Porsche Unleashed

Infinite Cash 800BC9600090
Disable Timer 800C1CE80100
Extra Vehicles (Quick Race Mode) 800BD6580007
Automatic Win (Chase Mode) 800C1CE8FFFF
Do Not Use With Disable Timer 800C1CE8FFFF
99 Points in Tournament Mode 800BD09A0063
Tournament Trophies 800BDFE80101
800BDFEA0101
800BDFEC0101
800BDFEF0101
800BDF000101
Racing Trophies 800BE33C02101
800BE33F0101
800BE3400101
Weekend Trophies 800BE1580101
800BE15A0101
800BE15C0101
800BE15E0101
800BE1600101

Sammy Sosa

High Heat Baseball 2000

Home Team: Always 10 800AFF54000A
Home Team: Always 0 800AFF540000
Away Team: Always 10 800AFF58000A
Away Team: Always 0 800AFF580000

Silent Bomber

Infinite Napalm Liquid 300D7E2A0063
Infinite Paralysis Liquid 300D7E2B0063
Infinite Gravity Liquid 300D7E2C0063
99 E-Chips 300D7E2D0063
100% Shields Mission 12 801798B60019
Tons of Points 800D7E860090

Star Wars:

Jedi Power Battles

Infinite Credits 800B24040000
Press SELECT to Choose Hidden Character 040B2C0C0100
800B2C0C0001
800B240C0064
Infinite Health P1 800B24140064
Infinite Force P1 800B2828000A
Infinite Special P1 800B241A000A
800B24280064
Infinite Force P2 800B24300064
Infinite Special P2 800B2116000A
Infinite Special P2 800B2436000A
Max Score P1 800B2480E0F5
800B2480E0FF
All Secret Levels 800A029C 000F
Infinite Health Anakin 800B247C0064

Triple Play 2001

Enable All Rewards 80054D08FFFF
80054D0AFFFF
Enable All Legendary Players 80054D0CFFFF
80054D0EFFFF
Enable Extra Stadiums 80054D10FFFF

Darkstalkers 3

Enter these codes at the character selection screen.

Play as Male Shadow: Highlight the "7" box, press SELECT, SELECT, SELECT, SELECT, then press any button.
Play as Female (Marionette) Shadow: Highlight the "7" box, press SELECT, SELECT, SELECT, SELECT, SELECT, then press any button.
Play as Image Trainball: Highlight Gallon, hold SELECT, then press all three Punch or Kick buttons.
Play as Oboro (Shin Bishamon): Highlight Bishamon, hold SELECT, then press any button.

Destruction Derby 2

Access All Tracks: Using Controller One, go into the "Race Mode" screen and select either Wrecking Racer or Stock Car Racing. Select "Championship" at the "Race Type" screen. You will enter a "Name Entry" screen. Enter MACSPOD and hit "End." You should appear at the main screen and the "Track" option will have a red cross through it. Go back into Race Mode and choose a mode and a race type. Now, if you access the "Track Select" option, you should be able to choose from any of the tracks listed. You'll also be able to select tracks such as "The Pit" and "Death Bowl" if you choose "Destruction Derby" as your Race Mode.

Die Hard Trilogy

Easy Beretta: Jump to the second game, Die Hard 2. When this game begins, a helicopter will come in from the left. Before it gets a chance to fly away, continuously shoot at it. You will have to reload a few times, but it will work. After it explodes, the Beretta has and be twice the firepower to make your mission a little easier!

Multiple Game Cheat Code: Begin one of the Die Hard games and press START to pause. Press and hold R2 and then press Left, Right, Up, Down, Square. Each game gives you different results. For Die Hard, you get invincibility. For Die Harder, you get unlimited energy, a map editor (START), and a weapon select (Triangle). For Die Hard with a Vengeance, be sure to press START on Controller 7 for two options. Press Triangle to toggle the clock and X to select a level.

Roswell Code: Turn your level into an alien funfest! Go to the Central Park level within Die Hard with a Vengeance. If you don't have the password handy, enter this code at the Password Screen: XjGfTjXMLGJ T74XMLDk7zX! LG8ZRC8V/MZKSH HWXQZWM7GVHS Then, after beginning this level, hit START to pause and go to "Quit." Hold R2 and press Right, Square, Triangle, Down, X, X, X. You should then see the "Roswell" screen. Return into the level and check out all the changes!

Die Hard Trilogy 2:

Viva Las Vegas

Debug Menu: On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The "Debug" menu will appear with the options of a Movie Player and Direct Level Access. Now you can watch any movie or choose any starting level in the game!

Dragon Ball GT

These tricks only work in the Two-player and Training Modes.

Wire Frame: Have both players decide on the characters they want to choose them, hold SELECT and then press X. When you go into the battle, both characters will be wire-frame!

Alternative Outfits: Have both players decide on the characters they want. To choose them, press Square+X+Circle simultaneously. You will begin your battle with new clothes.

Duke Nukem: Time to Kill

To change the appearances of Duke and the enemy, pause the game and enter one of these codes:

Big Head Enemies: R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, Left.
Big Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, R1, Up.
Tiny Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, R1, Down.

Note: If you have Big Head Duke and want it to be Tiny Head, just enter the Big Head code again. Duke's head will shrink back to normal and you can put in the Tiny Head code.

Otherwise, it will not work. Do the same for Tiny to Big. Pause the game and enter these codes at a slow but even pace. If you enter them too fast, they might not work.

Infinite Ammo: L, R, L, R, SELECT, L, R, L, R.
Select All Weapons: L1, L2, Up, L1, L2, Down, R1, Right, R2, Left.
All Inventory: R1, R1, R1, R1, L2, L2, L2, L2, L2.

All Keys: Up, Right, Up, Left, Down, Up, Right, Left, Right, Down.

Invisible: L1, R1, L1, R1, L1, R1, L1, R1, L1, R1, Double Damage: L2, R2, L2, R2, L2, R2, L2, R2.

Temporary Invulnerability: R2, L2, L2, R1, L1, R1, L2, L2, L2.

Super Weapons: Right, Right, Left, Right, Right, Left, Right, Left, SELECT.

Level Select: While playing, pause the game and press Down nine times and then press Up. It should say "Level Select." Now quit the game, and on the main menu, you will see a new option that says "Time to Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing.

Enhancer

Default Gunpod Weapons: Here is a method for you to begin the game with Gunpod weapons. First, get to a point in the game where you can get some gunpod weapons. Next, you must intentionally die and use up all of your lives. On the "Continue Screen," let the counter go to zero and the "Game Over" screen will appear. When the title screen appears, select "Game Start." After you select your ship, you will be able to choose from a number of gunpods. The gunpod you choose will now be in your standard default weapons—even if you die!

Eliminator

Enter these cheats from within the "ID Selection" screen in the menu.

Secret Level: WAKYLEVL (When the secret level is activated all other cheats should be canceled. The player must shoot the Bonus Pod and reach the end of the level to progress to the next level. If you haven't killed the Pod when he gets to the end of the level, the game will be over. The player must reach the end of the Secret Bonus Level to reach the

Secret Boss Level.)

Invulnerability: LEVLAD (When Invulnerability is activated, the player will not take any damage. Do not have the shield effect on when using this cheat.)

Max Primary Weapons: GUNCRAZY (When activated, all primary weapons will be full strength)

Max Secondary Weapons: MAXMEOUT (When activated, all secondary weapons have an ammo limit of 99)

Cadillac: CAR: NEWWELS (When activated, an extra car is added to the in-game ship select screen)

Max Out Time: WAITABIT (On collection of each time pickup, you will be given so many minutes, regardless of what time the pickups actually show)

ESPN: Extreme Games

Just go to the "Password" screen by going into the "Sign-in" at the main menu and choosing "Continue Season."
Last Race: 254, 071, 216, 094, 085, 085, 177, 113, 104.
Money: 229, 013, 066, 016, 000, 000, 000, 000, 031.

Fade to Black

Go into the "Password" screen and enter Square, Triangle, Circle, X, Circle, Triangle. Press START to accept the code. An "Invalid Code" warning will appear. Ignore this and exit the screen. Then go back into the "Password" screen and enter the following codes:

Unlimited Shield: Square, Circle, Circle, Square, Triangle, X.
Invincibility: Triangle, X, Triangle, Triangle, Square, Circle.

Fear Effect

Press START on the title screen, then go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.
999 Ammunition: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.
Unlimited Health: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.

One-Hit Kills with Firearms: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1.

Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the four teams and cycle through until you see four EA teams (EA: through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

Fighting Force 2

Level Select, Unlimited Ammo, and Invincibility: When you see the title screen with "Press Start" flashing, press and simultaneously hold L1+L2+R1+Triangle+X+Left. Keep holding until you see

Animal Magnetism

Ape Escape

Save Your Life: After you fall off a cliff, press the START button and then press Square to exit. Now you will go to the Time Station and begin at the level you left off with the same amount of lives you had before you fell off the cliff. Make sure you press the START button before you fall too far!

Bugs Bunny: Lost in Time

Access All Levels: At the "Era Selector" screen, move to a level that has a question mark and takes a certain number of clocks to open. Now hold L2 + R1 and press X, Square, R2, L1, Circle, X, Square, Square. All the stages will now be opened up!

Croc 2

Enter the following codes from the title screen.

Start Game With 9 Heartpots: Hold R1 and then press Left, Left, Down, Circle, Square, Square. You'll hear a confirmation sound.

Max Out Your Crystals: Hold L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many as you like for a maximum of 9,999!

Frogger

Pause the game during play and enter one of the following cheats. Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

All Zones Open: Press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.

Infinite Lives: Press Right, Square, Triangle, Square, Triangle, X.

the level select screen appear. From here you may choose your starting level. When playing, you will notice that you have unlimited ammunition and that attacks won't decrease your energy. The only thing that can hurt you is fire.

Final Fantasy Tactics

Get Cloud in Your Party: This trick starts in Chapter 4, which is fairly far into the game. In Machinery City you will find an ancient robot. Even though you can't activate the robot, it is important, so be sure to remember it. After getting the robot, go to the Royal Capital and enter the bar. Ask for some information; you should learn about the Saint Dragon and a hunter will ask to join your party. Recruit him and go to the Mining City. When you get there, help the Saint Dragon. You should be able to get the Aquarius Zodiac Stone there. Take the Stone back to Machinery City and use it on the robot. Once it becomes functional, leave. On your way out, you should find another machine. You can't do anything with it just yet, but make sure to hold onto it. Leave the city and head for Neubes Temple. After fighting Worker No. 7, the Saint Dragon will transform into a young girl and you will get the Cancer Zodiac Stone. Head back to Machinery City. Use the Cancer Zodiac Stone to activate the ancient machine. It will bring

Cloud back from the future and he will join you. Now find Aeris in one of the towns near and buy some flowers from her. She'll be attacked and Cloud will rush to the rescue. At the end of all this, Cloud will officially join your party.

Fisherman's Bait

Total Count List: On the title screen, press Up, Up, Down, Down, L1, R1, L1, R1, X, Circle. Then press the START button. Next, on the options screen, press SELECT. If you have done the code correctly, you will see a "Total Count" screen. This will display the total number of games played, number of line breaks, lost fish, and the totals for all types of fish caught.

Frogger

Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

All Zones Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.

Infinite Lives: Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Gex 3: Deep Cover Gecko

Debug Menu: Press START to pause the game in the middle of play. Hold R2 and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press SELECT to see the Debug menu. Within this menu is the option to choose your starting level and more!

Invincibility: To make Gex invincible, press START to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!

Blabbermouth Gex: To hear all of Gex's phrases, press START to pause the game and hold L2. With L2 held, press Down, Right, Left, Circle, Up, Right. Press the SELECT button to hear Gex's comments whenever you want.

Grand Theft Auto: Director's Cut

Ultimate Cheat: Go to the player selection screen and choose to rename your character with the Square button. Delete the current name and put in HAROLDHAND. Once you do, your picture will be changed into a parrot. Now you will get all levels, weapons, ammo, 9,999,999 points, no cops, armor, coordinates, and 99 lives!

Grand Theft Auto 2

From the main menu, access "Play" and then "Player Name." Enter the name of your player as one of these codes for the results shown.

No Police: LOSEFEDS

10,000,000 Points: BIGSCORE

Multiplier x5: HIGHFIVE

All Weapons: NAVARONE

Unlimited Energy: LIVELONG

Most Wanted: DESIRES (Your "wanted" level is maxed out. Everyone will be after you.)

Level Select: When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your level!

Heart of Darkness

All Levels and Cinemas: With the game off, make sure you have a Controller in Port Two. Now hold down all four Shoulder buttons. Turn the game on and when you get to the main menu screen, access the options screen (while still holding the four buttons). From the options, you'll go to the Treehouse. From there go to Load Game and you'll have access to all levels and cinemas!

Hello Kitty's Cube Frenzy

Bonus Options: When "Push Start" appears at the title screen, press Up, Down, Down, Left, Right, Left, Right, Down, Up. If you entered the code correctly, you will hear a sound. Then, press START to access new options including hidden modes and viewing the ending FMV sequences.

Hot Wheels: Turbo Racing

Enter any of the following codes on the main menu screen. You will hear a sound to confirm correct entry.

Unlimited Turbos: R2, L1, Square, Triangle, L1, R2, L1, R2.

TowJam Car: Square, Triangle, L1, R1, L2, R2, Square, Triangle.

Huge Tires: Square, Triangle, Square, Triangle, R1, R1, L1, L2.

Tiny Cars: Square, R2, L2, Triangle, Triangle, L2, R2, Square.

Flat Graphics: L1, R2, L2, R1, L1, R1, L2, R2.

Strange Sounds: R2, R1, L2, R2, Square, Triangle, L1, R1.

Invasion from Beyond

Level Select: At the "Press Start" screen, enter L1, R1, L2, R2, Triangle, X, Circle, Square, Square, Circle, X, Triangle. Go to the main menu screen to select any level in the game.

All Ships, Weapons and Upgrades: At the "Press Start" screen, enter L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up.

Irritating Stick

Life Lives: At the mode select screen, highlight "JP Play" and press Right on the D-Pad four times. Highlight "Tournament" and press Right on the D-Pad one time. Highlight "Course Edit" and press Left on the D-Pad twice. Highlight "Option" and press Left on the D-Pad six times. Now highlight "JP Play" and press X. You will hear the crowd cheer to confirm the code. Now you will begin the game with seven lives instead of three!

Jade Cocoon: Story of the Tamamayu

Free Mugworts: Start a new game and go through the entire introduction sequence until you get to Koris in Beetle Forest. He will be waiting to train you. Talk to him, then go to attack and defend. He will give you a free Mugwort to start with, then you must disobey his commands while in training. He will make you start over, but you will still have the Mugwort. Repeat this process and he will keep giving you Mugworts.

Jet Moto 2

Race as Enigma: Go into the options and set the "Difficulty" to Master and the "Laps" to 6. Go back to the screen and press Left, Square, Down, Triangle, Right, Circle, L1, R1

(this must be done quickly). Enigma will now be available from the select rider screen.

Killer Loop

On the main menu screen, press and hold the START button. With START held, press the following buttons for these results.

Class 2 H&K Tripod: Down, Left, Up, Left, Down, Right, Up, Left.

Class 3 Sinus Tripod: Down, Left, Up, Left, Down, Left, Up, Right.

Class 3 Pulse Tripod: Down, Left, Up, Left, Down, Right, Up, Right.

Class 3 Reac Tripod: Down, Right, Up, Left, Down, Left, Up, Left.

Class 3 Sinus Tripod: Down, Left, Up, Right, Down, Left, Up, Left (Note: This also opens up Killer Loop Mode).

Class 4 H&K Tripod: Down, Right, Up, Left, Down, Left, Up, Right.

Class 4 Sinus Tripod: Down, Left, Up, Right, Down, Right, Up, Right.

Class 4 Pulse Tripod: Down, Left, Up, Right, Down, Right, Up, Left.

Class 4 Reac Tripod: Down, Right, Up, Left, Down, Right, Up, Right.

All Tracks: Up, Left, Down, Left, Up, Left, Down, Right.

Knockout Kings 2000

Pulsating Heads: Go into Career Mode and create a new boxer. When asked to enter your name, put in THROB and then select your Gym.

Unlock Mills Lane: Go into Exhibition and fight a match in any weight class. During the fight, you must be disqualified by giving your opponent a kick to the stomach three times. Do this by pressing Triangle+Square+Circle+X simultaneously. Once the match is called, you will be taken back to the "Exhibition" screen. Choose the Middleweight class and scroll over until you see Mills Lane with boxing gloves!

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.

Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.

Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.

Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.

Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.

Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.

Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.

Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.

Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.

Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.

Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.

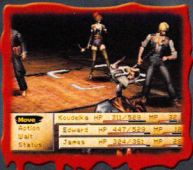
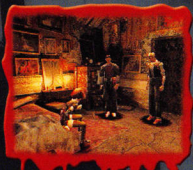
Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.

Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.

Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.

Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.

Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.



Move:	Koudelka HP 114/230
Wagon:	Edward HP 45/240
Station:	James HP 124/210

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Shift at Any Time: Hold L1 and press Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Lode Runner

Level Warp: In the middle of play, hold L2 or R2 and press one of the following buttons to warp to a different level.

- Circle = Forward one level.
- Square = Back one level.
- Triangle = Forward 15 levels.
- X = Back 15 levels.

Extra Lives: On your last life, press SELECT and go to Restart. When the level reappears, you will begin it with five lives.

See the Cinemas: On the main menu, move down to options. With the options highlighted, take Controller two and use the key shown below to combine buttons for different level cinemas: R2=L1, L2=R2, R1=L4, L1=R8. While holding the combination of buttons, press X to access that cinema. If you wanted to see the Level 3 cinema, you would hold R2+L2 and then press X, all on controller 2.

Faster Gameplay: Choose the Legend Returns from the main menu screen. Highlight "1 Player" on the next screen and hold R2. Then press the X button.

LUNAR:

Silver Star Story Complete

Lords of Lunar Mini-Game: Insert the "Making of Lunar" disc. When the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, START. When you see the "Lords of Lunar" screen, you and one other player can battle against six computer players. Choose your character for the castle you defend, set up your options, and more!

Madden NFL 99

At the main menu screen, move down and highlight and access the "Code Entry" option. On the "Code Entry" screen, press X on "New Code" option. Then enter any of the following codes.

- All Stars: NFBCESTNFC
- All Stars AFC: AFCBEST
- Madden '98 Team: BOOM
- Stars Leaders: IMTHEMAN
- All '60s Team: PEACELOVE
- All '70s Team: BELLBOOTS
- All '90s Team: HEREANDNOW
- Madden All-Time Greats: TURKEYLEG
- 75th Anniversary Team: THROWBACK
- NFL Equipment Team: GEARGUYS
- '99 Cleveland Browns: WELCOMEBACK
- Sports Team Secret: INTHEGAME EA
- EA Sports Stadium: EA STADIUM
- '99 Cleveland Stadium: DOGPOUND
- Rfk Stadium Washington, D.C.: THEHOGS
- Old Miami Stadium: NOTAFISH
- Old Tampa Stadium: SOMBRERO
- Astronome: FOR RENT
- Tiburon Stadium: OURHOUSE
- Original Oakland Stadium: STICKEM

Madden NFL 2000

Enter one of the following codes at the code entry screen to activate the corresponding cheat function.

- 20 Yard First Downs: FIRSTS20
- Super Stiff Arm: SMACKDOWN
- Super Jump: SPRONG
- More Injuries: PAINFUL
- More Sacks: QBINTHECLUB
- More Fumbles: ROLLERGIRL
- Easier Interceptions: PICKEDOFF

No Interceptions: EXPRESSBALL

Less Penalties: REFSBLIND

Big Versus Small Players: MINIME

Camera Follows Football: VERTIGO

Antarctic Stadium: XMASGIFT

Dodge City Stadium: WILDWEST

EA Sports Stadium: ITSINTHEGAME

Tiburon Stadium: WEPUITHERE

Industrial: Team: STADIUMCANDY

Marshall's Fantasy Team: INTFUTURE

All-Madden Team: COWBOYS

All '60s Team: MOJOBBAY

All '70s Team: LOVEBEANS

1972 Steelers Team: DONTGOFOR2

1972 Raiders Team: GETMEADOCOR

1976 Raiders Team: GAMMALIGHT

1976 Patriots Team: HACKCHEESE

1981 Dolphins Team: 15MOREMIN

1981 Chargers Team: BUILDMODEKEYS

1985 Dolphins Team: CHICKIN

1985 Bears Team: DOORKNOB

1986 Browns Team: KAMEHAMEHA

1986 Broncos Team: BLUESEALY

1988 Aps Team: CALLMESALLY

1988 Bengals Team: PTFSMINFOGET

1990 Giants Team: PROSMOOTH

1990 Bills Team: SPOON

1995 Steelers Team: STEAMPUNK

1995 Colts Team: PREDATORS

1997 Packers Team: TUNDRA

1997 Broncos Team: EARTHPEOPLE

Marvel vs. Capcom

Hidden "EX" Option: Press START at the title screen. When the main menu appears, highlight "Option," press and hold SELECT, and then press START. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge, and more!

Medal of Honor

Each of these codes will make the Enigma flash green to confirm correct entry.

Capitan Dye Mode: Go to the Enigma machine before starting a new game and enter CAP-TAINDYE. While this mode is turned on, your amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!

Nifty Multiplayer Power-ups: Go to the Enigma machine before starting a new game. Enter DENNISMODE to turn on "Nifty Multiplayer Powerups."

American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English.

Unlock Col Müller: Go to the Enigma machine before starting a new game. Enter BIGFAT-MAN. This unlocks the sinister Col Müller in Multiplayer Mode.

From the options, choose "Password" and enter any of these codes into the Enigma Machine.

- Unlimited Ammo: BADCOPSHOV
- 4x Firing Rate: ICOSIDDEC
- Reflecting Shots: GOBLUE
- Unlock William Shakespeare: PAYBACK
- Unlock Winston Churchill: FINESTHOUR
- Unlock the Raptor: SPSELBERG
- From the options screen, choose "Password," then enter any of these codes into the Enigma Machine (These codes work in Multiplayer Mode.)
- Codes for Multiplayer Mode:
- Unlock Wolfgang: HOODUP

Syphon Filter 2

Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.

Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+SELECT+Circle +Square. With these held, press X.



Unlock Bismark: WOOFWOOF

Unlock Otto: HERRZOMBIE

Unlock Noah: BEACHBALL

Unlock Von Braun: ROCKETMAN

Codes Unlocked on the Gallery Screen: Unlock the Making of Level 1 (History): INVASION

Unlock the Making of Level 2 (History): BIG-GRETA

Unlock the Making of Level 3 (History): DAS-BOOT

Unlock the Making of Level 4 (History): STUKA

Unlock the Making of Level 5 (History): KOMET

Unlock the Making of Level 6 and 7 (History): TWOSIKWNO

Unlock the Making of Level 8 (History): VICTO-RYDAY

Pictures of the Development Team: DWIMOHTEAM

Secret Photo Gallery of Staff: DWIGALLERY

L. Henson Picture: COOLCHICK

A. Jones Picture: AIRJULES

Mission Log Codes: For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options in the "Secret Codes" screen.

Audie Murphy Mode (Invincibility): MOSTMEDALS

Wheaters: TRACERON

Chairs Never Prosper: Enter these codes on either the title screen or the main menu. You will hear a voice say, "Chairs never prosper" once the trick is entered correctly.

All Levels Open: Down, Up, Right, Left, Triangle, X, Square, Circle, X.

Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square.

All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle.

You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.

Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.



Micro Machines V3

To access these codes, start a game normally and then pause it. From there type in the codes below. You'll hear a beep if the code works. To disable any code, just re-enter it.

Any Object: Down, Down, Up, Up, Right, Left, Left. (This code cannot be turned off.)

Behind Car View: Left, Right, Square, Circle, Left, Right, Square, Circle.

Big Bounces: Square, Right, Right, Down, Up, Down, Left, Down, Down.

Double Speed: Square, X, Circle, Square, Triangle, X, X, X, X.

Slow CPU Cars: Circle, Triangle, Square, X, Circle, Triangle, Square, X.

Enter these codes at the "Name Entry" screen. **Get Three Lives:** 3LIVES

Unknown Effect: CONFETTI

Nine Lives: CATTLEVS (Works in One-player Mode.)

All Tracks: GIMMEALL (Works in Multiplayer Mode.)

Tanks Can't Shoot: NOTANKS

All Tanks: TANKS4ME (Tanks can be used on all tracks except those with water.)

Slippery Roads: WINTERY

Mission: Impossible

From the main menu, choose the "Load Game" option. Then pick "Password." Now enter one of these codes as shown. Don't worry about the "Bad Password" warning. The codes will still work.

Turbo Ethan: GOOUTTAMWAY

Stiff as a Board: SCAREDSTIFF

Longer Jumps: BIONICJUMPER

Slow Motion Mode: INTREDDODAY

See FMVs: SEECOOOLMIVE

Developer's Message: TPOFFSECRET

MLB 2000

Heavy Hitter: Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

Monster Rancher

To do this trick, your breeding status must be

CATCH THE MAGIC!



DINOSAUR



Tomorrowland Speedway



Big Thunder Mountain Railroad



Disney's Blizzard Beach



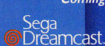
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Out Now!



The X Has It

Robotron X

Enter the following codes in the middle of play (don't pause).

- Flamethrower:** Down, Right, Down, Right, Circle.
Pulse Wave: Up, Circle, Down, Right, Square.
Speed Boost: Left, Left, Right, Right, Triangle.
Shield: Down, Left, Square, Circle.
Two-Way Weapon: Up, Triangle, Up, Triangle.
Three-Way Weapon: Right, Right, Square, X.
Four-Way Weapon: Down, Down, Up, Circle.

Tempest X3

Access Bonus Games: Get a first place high score and enter the initials HVS as your name. At the next screen, put in YIFFI as a code. Now look at the main menu. You will have the new game modes at your disposal! Make sure if you have a memory card to save this onto it.
Level Skip: At the "Select Game Type" menu, press L1, R1, Triangle, Circle, Up-Left, SELECT and START simultaneously. This will make a noise when it works. Next, during gameplay, hold R1 then press L2. When the badies are killed, you'll skip to the next level.

X-Games: Pro Boarder

On the main menu, access the options screen and enter the "Password" option. Next, enter one of the following codes.

Circle Option: X, Circle, X, Triangle, Triangle, Square.

Open All Levels: Square, Triangle, X, Square, Circle, Circle.

X-Men Vs. Street Fighter

Tag Team and Full Combo Gauge: Now there's finally a way to switch characters in the middle of the game! On the main menu screen, quickly press Triangle, Triangle, Right, Circle, L1. The "EX" option will appear. Now you can choose from Original Mode or EX Edition (the normal PlayStation version). You can also choose a Full Hyper Combo Gauge that resets to Level 3 every time you use it in the game!

Switch Characters: Choose Original Game Mode and press START. Next, choose Versus Mode from the main menu, as the trick only works for two players. On the character select screen, both players must pick the same characters, but in opposite positions. For example, if Player 1 picks Ryu and then Ken, Player 2 must pick Ken and then Ryu. Once you do this, choose your options and go into the game.

Switch Characters During Play: Press L1+R1 simultaneously. If you configured the buttons differently, press both H.Punch and H.Kick buttons at the same time.

in master rank (R-10). You must also have another game called "Tecmo's Deception" to do this trick.

Secret Monster: When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called

Ardebaran when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

Monster Seed

All Monsters: Go to the menu screen at the Soulin Monsters Ranch and highlight "Buying A Monster." Enter R2, R1, L2, L1, R1, R2, L1, L2, L2. You'll hear a confirmation sound. You can select from different monsters and even ruins, rogues and huntsmen.

See Ending: At the title/main menu screen enter L2, R1, L1, R2, L1, R1, L1, R2. You will hear a sound to confirm that it worked. A new menu option called "Ending" will appear. Access it to see the ending of the game.

Mortal Kombat 4

Hidden Cheat Menu: From the main menu, choose "Arcade" and "1-on-1 Kombat." Begin a game with two players. Have both player one and two choose any character. At the "Versus" screen, enter this Kombat Code: 302-213. After you begin your match, press START to pause and choose "Quit." Back at the main menu, go into the options screen. Now highlight the "Vs. Screen Enabled" option and hold blocks+Run simultaneously for about 10 seconds or more. Eventually, you will hear a voice and the "Cheats" menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities, and endings in the game! To do an automatic fatality, just get to the point where it says, "Finish Him/Her," and then press Down+High Punch at the same time.

N20

At the main menu, scroll through the choices until you see "Game Options." Access this option and scroll until you see "Enter Code." Now access this option and enter the following cheats for the results shown.

Firewall Cheat: X, X, Square, X, X, X, Triangle, Triangle.

Weapons Cheat: Square, X, Circle, Square, X, Square, Circle, Square.

Infinite Lives: Circle, X, X, Triangle, Square, Triangle, Square, Circle.

Access Any Level: Square, Triangle, Circle, Triangle, X, Triangle, Square, X.

Bonus Ships: X, X, Square, Triangle, Circle, X, Triangle.

Bonus Level Access: Square, Square, Square, Circle, Circle, Triangle, Square, Square.

Water Effect On: Circle, X, Square, Triangle, Triangle, Circle, Triangle, Circle.

No Bonus Reset After Death: Square, Triangle, X, Triangle, Circle, Square, Triangle, X.

Disable Cheats: Square, Square, X, Circle, Circle, Circle, Circle, Triangle.

NASCAR 99

Play as Announcer's Car: From the main menu screen, choose the "Single Race" option. On the "Race Setup" screen, choose the "Select Track" option. Now select the Richmond track. Move up and highlight "Select Car" and enter this code within four seconds: R2, R2, L1, L1, L2, L2, R1, R1, R2, L1. You will hear a sound and the Benny Parsons car will appear!

NBA Live 2000

From "Game Setup," press Circle button for the Quick menu. Scroll down to the player icon, press Right on the D-pad and select the "Create Player" icon by pressing the X button. Now you are at the "Create Player" screen.

Enter the first part of the code in the "First Name" entry field. Press the X button to accept the name. Then, enter the second part of the code in the "Last Name" entry field. Press X to accept the name. You will be notified after the code is entered that the player has been unlocked. Next, visit the "Unlock Legends" screen by pressing START to return to "Game Setup." Then, press Circle to bring up the Quick menu. Scroll down to the "Star" icon and press the X button. This will open the "Unlock Legends" screen. To activate a legend, highlight his name in this screen and hit the X button. He will appear in the "Free Agents Pool, where you can sign him to any empty team slots. Note: The first name and last name parts of the code go into separate fields. First names are separated from last names below with the slash. Example: First name>Last name.

1. '95 Legends Starting Lineup...

Bob Pettit ('50s): Crash/Boards
 Dolph Schayes ('50s): Set/Shot
 Paul Arizin ('50s): Pitcher/Philly
 Bill Sharman ('50s): Charity/Stripe
 Bob Cousy ('50s): B-Balls/Coz

2. Five Knicks Legends...

Walt Frazier ('70s): Cool/Clyde
 Harry Gattin ('50s): Iron/Horse
 Willis Reed ('60s): Soft/Touch
 Earl Monroe ('70s): Magic/Pearl
 Richard Guerin ('50s): Play/Maker

3. Five Historical Forward...

George Yardley ('50s): Yard/Bird
 Jerry Lucas ('60s): Lucas/Layup
 Billy Cunningham ('70s): Leaping/Kangaroo
 Cliff Hagen ('50s): Hook/Shot
 Rick Barry ('70s): Foul/Shot

4. Five Dunking Legends...

Shawn Kemp ('90s): Power/Dunker
 Julius Erving ('80s): Doctor's/In
 Dominique Wilkins ('80s): High/Light
 Moses Malone ('80s): Free/Throws
 Grant Hill ('90s): Class/Act

5. Five Dream Team Legends...

Karl Malone ('90s): Mailman/Delivers
 Charles Barkley ('80s): Mound of Rebound
 John Stockton ('90s): Jazz/Man
 Reggie Miller ('90s): Outside/Threat
 Lenny Wilkins ('60s): Player/Coach

6. Five Assisting Legends...

Oscar Robertson ('60s): Bucks/Big O
 Dave Bing ('70s): The/Duke
 Isiah Thomas ('80s): Bad Boy/Zeke
 Nate Archibald ('70s): Big/Tiny
 Pete Maravich ('70s): Passing/Pistol

7. Five Celtic Legends...

Larry Bird ('80s): Celtics/Pride
 Robert Parish ('80s): Celtic/Chief
 Dave Cowens ('70s): Red/Head
 Tommy Heinsohn ('60s): Flat/Shot
 Sam Jones ('60s): Bank/Shot

8. Five Scoring Guards...

Larry Costello ('50s): Cross/Over
 Hal Greer ('60s): Jump/Shot
 Mitch Richmond ('90s): Live/Coverman
 George Gervin ('80s): Chilled/Ceman
 Gary Payton ('90s): Human/Glove

9. Five Legendary Centers...

Bill Russell ('60s): All/Defensive
 Bob Lanier ('70s): Big/Foot
 Bill Walton ('70s): Shot/Blocker
 David Robinson ('90s): Spurs/Admiral
 Patrick Ewing ('90s): Player/President

10. Five Laker Legends...

Jerry West ('60s): The Mr./Clutch
 Earvin James ('80s): Magical/Guard
 James Worthy ('80s): Big/Game

Shaquille O'Neal ('90s): Liddle/Warrior
 Elgin Baylor ('60s): Offensive/Foer
11. Five NBA Champions...
 Walt Chamberlain ('60s): Big/Goliath
 John Havlicek ('70s): John/Hondo
 Kevin McHale ('80s): Sixth/Man
 Scottie Pippen ('90s): Complete/Gamle
 Andrew Phillip ('90s): Whiz/Kid
12. Millennium Michael and Friends...
 Michael Jordan ('90s): Come Fly/With Me
 Carlo Bruni ('50s): Hard/Wood
 Walt Bellamy ('70s): No Comment
 Wes Unseld ('70s): Glass/Cleaner
 Haakeem Olajuwon ('80s): The Dream/Machine

Nectaris: Military Madness

Story Passwords: Here are the New Story Codes for the game. Enter the following at the password screen.

1. RANDAL	2. HUNDR4
3. CINBER	4. MARLIN
5. BAYARD	6. WBLEY6
7. PARKER	8. MERKEL
9. ITHACA	10. BAKMAL
11. SAVAGE	12. VALMET
13. MAUSER	14. KIMBER
15. BISLEY	16. MEANEK
17. LADNAR	18. ARDNHUM
19. REBNIC	20. NILRAM
21. DRAYAV	22. YELBEW
23. REKRAP	24. LEXKEM
25. ACAHTI	26. LKLAB
27. EGVAVS	28. TEMPLAV
29. RESLIJAM	30. REBMIK
31. YELSI3	32. CNAEM7

Need for Speed III

From the "Game Setup" menu, highlight and access the options. Move down to "User Name" and enter the following passwords.
All Regular Cars and Trucks: SPOILT
Open the Jaguar XR-15 Bonus: X1AGX
Open the Mercedes-Benz CLK GTR: AMAGMRC

Need for Speed: High Stakes

Cop Code: Enter the game option screen and select the "User Name" option. Enter the name NFS_PD. This will allow any unlocked cop car to race on any track.

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear, "Lights out, baby!" when the code is entered correctly:

ALEC:	1197
ALIEN:	1111
AOB:	1111
AUREBY	7777
AZPOD	4777
BOXER	2111
BRAIN	1111
(Brain)	
BRIAN	2221
CALEB	0996
CURTIS	1111
DANIELS	0604
(Dan Thompson)	
DAVID	3333
DINO	1111
EDDIE	3333
FORDEN	1111
(Dan Forden)	
FRANZ	1010
GENTIL	1111



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Ringside Seats

Contender

Main Event Characters in Two-Play Mode: Start a new boxer in the Main Event. Pick one of the boxers and immediately save him to your memory card. Exit, then repeat with another character. When you have saved each boxer, start a two-player match. At the character select screen, press the Square button to pick any of the other boxers from your memory card. **Unlock Jackal:** First, input the code listed above. Next, highlight Alexa Andersen and push Square. You'll go back to the page where you get to pick your characters. Once there, go to "Load" and click on it. It will then take you to the screen that has the characters that were put there from the "Main Event Characters in Two-Play mode." You will then have Jackal.

Knockout Kings

These codes are a bit tricky to enter. You must be very accurate to make them work. Make sure you hear a bell sound each time you enter a command (for the bear and big head code). If you don't hear a bell, start the trick over again from the beginning. Once you enter the code correctly, you'll hear a "whooosh" sound.

Box as a Bear: At the main menu, press Right+Square, Right+Triangle, Right+Circle, Right+X. If you entered the code correctly, you will hear a sound. Then select any boxer to play as a bear.

Big Head Mode: At the main menu, press Left+Circle, Left+Triangle, Left+Square, Left+X.

Regain Energy: When given a choice to hit the heavy or speed bag between fights, hold L1+L2+ R1+R2 to regain two to eight points of energy, depending on how long the buttons are held.

Knockout Kings 2000

Pulsating Heads: Go into Career Mode and create a new boxer. When asked to enter your name, put in THROB and then select your Gym. You will see the boxer's head shrink and grow repeatedly.

Unlock Mills Lane: Go into Exhibition and fight a match in any weight class. During the fight, you must be disqualified by giving your opponent a kick to the stomach three times. Do this by pressing Triangle+Square+Circle+X simultaneously. Once the match is called, you will be taken back to the "Exhibition" screen. Choose the Middleweight class and scroll over until you see Mills Lane with boxing gloves!

(Jim Gentile)	
GRINCH	0222
GUIDO	2222
GUMBY	8698
JAPPLE	6666
(Jeff Johnson)	
JASON	3141
(Jason Skiles)	
JEFF	1111
JENIFR	3333
(Jennifer Hedrick)	
JOVE	6644
LEX	7777
LT	7777

LUIS (Luis Mangubat)	3333
MOOSE	1111
MXV	1014
NATHAN	0515
NICO	4440
PIRATE	1111
PUNKB	2112
PUNKR	1221
RAIDEN (Raiden from Mortal Kombat)	3691
RALPH	1111
RANDU	6666
ROOT (John Root)	6000
SAD	1111
SHINOK (Shinnok from Mortal Kombat)	8337
SHRUNK	6666
SKULL (Skull)	1111
SMILE (Smiley Face)	1111
THUG	1111
TREX	1111
TURMEL (Mark Turmel)	0322
WHODAT	1844

Cheat Codes: On the "Versus" screen, press Turbo, Jump, and Pass to change the icons below the helmets on screen. The numbers in the list shown below indicate the number of times each button should be pressed. After the icons have been switched, press the D-Pad or Analog Stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. More than one code may be activated per game; just make sure you enter it fast enough.

Infinite turbo	5-1-4 Up
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defense	4-2-1 Up
Power-up teammates	2-3-3 Up
Power-up blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Green Bay Packers playbook	1-2-2 Left
Colts playbook	1-2-3 Up
Allow stepping out of bounds	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	4-2-0 Right
Invisible	1-3-3 Up
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	4-0-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection	2-1-1 Left
(Teams Must Agree)	
Show more field	0-2-1 Right
(Teams Must Agree)	
No CPU assistance	0-1-2 Down
(Teams Must Agree)	
Power-up speed	4-0-4 Left
(Teams Must Agree)	
Hyper blitz	5-5-5 Up
(Teams Must Agree)	
Smart CPU opponent	3-1-4 Down
Tournament mode (2P Game)	1-1-1 Down

Triple Play 2000

Triple Play Dream Team: From the main menu screen, choose Big League Challenge. When you get to the player select screen, hold L1+R1+Up simultaneously. Keep holding these until you hear the announcer say, "Triple Play Baseball." Now you'll be able to play as this team in Big League Challenge mode.

Announcers: During a game, press and hold the L1+L2+R1+R2 buttons. While

holding these, press the following buttons to get the different types of quotes from the announcers. Baseball History: Up, Triangle, Right, Circle. Weather: X, Down, Triangle, Up. Trivia: Down, X, Right, Circle. More Batter Info: Left, Square, Up, Triangle. Note: This will only work on certain batters.



Always quarterback 2-2-2 Left
(Requires two human teammates)
Muddy field 5-2-5 Down
Wet field 5-5-5 Right



View Arenas: Enter these passwords to do a "fly-by" of the following stadiums.
ANA: Arrowhead Pond (Anaheim).
BOS: FleetCenter (Boston).
BUF: Marine Midland Arena (Buffalo).
CGY: Canadian Airlines Saddledome (Calgary).
CAR: Greensboro Coliseum (Carrboro).
CHI: United Center (Chicago).
COL: McNichols Sports Arena (Colorado).
DAL: Reunion Arena (Dallas).
DET: Joe Louis Arena (Detroit).
EDM: Edmonton Coliseum (Edmonton).
FLD: Miami Arena (Florida).
LOS: Great Western Forum (Los Angeles).
MON: Molson Center (Montreal).
NAS or NSH: Nashville Arena (Nashville).
NY: Nassau Veterans Memorial Coliseum (New York Islanders).
NYR: Madison Square Garden. (New York Rangers).
OTT: Core Center (Ottawa).
PHI: CoreState Center (Philadelphia).
PHO: America West Arena (Phoenix).
PIT: Civic Arena (Pittsburgh).
STL: Kiel Center (St. Louis).
TOR: Maple Leaf Gardens (Toronto).
VAN: GM Place (Vancouver).
WAS: MCI Center (Washington).

NFL GameDay 2000

Enter the options screen and choose the "Easter Eggs" selection. Then, enter one of the following codes to activate the corresponding cheat function.

Receivers Catch Better: GLOVES
Super Speed Bunts: JUICE
Super Stiff Arm: PISTON
All Players Have Equal Abilities: EVEN TEAMS
No Penalties for Home Team: HOME COOKING
Running Back Is Juiced: DAVIS
Hidden Difficulty Level: GD CHALLENGE
Large Plays: GOLIATH
Tall and Thin Players: PENCILS
Tiny Players: FLEA CIRCUS

NHL 2000

Under the "Advanced" options, select Rosters. Now go to the "Player Management" option and choose Create Player. From here, you can create high statistical players as shown.

Awesome Players: Name your player Peter, Forsberg or Joe Sakic. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. You can change this player's name, but don't change any other attributes. Create many players like this to get a team with high stats.

Awesome Defensemen: Name your player Sandis Ozolinsh. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. You can change this player's name, but don't change any other attributes. Create many players like this to get defensemen with high stats.

Awesome Goalie: Name your player Patrick Roy. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Now you can have a goalie with high stats.

NHL 99

Big Players: BIGBIG
Big Heads: BRAINY

Ninja: Shadow of Darkness

Invincibility: Pause the game at any time and press L2, R2, L2, L2, L2, R2, then Circle, Triangle, Square, Circle, Triangle, and Square. Listen for a chime to verify that you entered the code correctly. When you unpause, you'll be a skeleton with infinite lives, energy, smoke bombs, magic potions, and full scroll power! To revert back to a ninja, simply pause and re-enter the code. However, when you do, you'll get to keep all of the maxed-out items you got when you were the skeleton!

Level Select: Remove your memory card then turn on the PlayStation. When the screen says, "Checking Memory Card," quickly press L2, L2, L2, R2, R2. The words, "Dels Level Cheat On!" will briefly appear. Start a new game and you'll access the "Level Select" menu.

Oddworld: Abe's Exodius

Level Select: At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.

View all FMVs: At the main menu, hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Left.

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Down, Left, Right.
Invisibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.
Next Section Warp: During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. *Note: Skipping sections of the game will decrease the number of saved Mudokons in the game!*

O.D.T.

Press **START** to pause the game in the middle of play and enter these codes for the results shown.

- Fill Health:** Left, Right, Left, Right, Square.
- Fill Mana:** Left, Right, Left, Right, Circle.
- Fill Ammo:** Left, Right, Up, Down, Circle, Square.
- Power-Up Weapons:** R1, L1, R2, L2, Left, Right, Up, Down.
- Raise Abilities:** Square, Circle, Triangle, SELECT, Left.
- Fill Experience:** Circle, Square, L1, L2, R1, SELECT.
- Turn Off Monster Energy:** Triangle, Square, Circle, Triangle, Circle.
- 30 Lives:** Triangle, Up, Circle, Right, SELECT, Square.
- Raise Level for Each Spell:** Down, Triangle, SELECT, L1, R1, SELECT.

Pitfall 3D

At the title screen, access the "Password" option from the main menu. From the "Password" screen, enter any of the following.

Add 30 Lives to Next Game: GIVEMELIFE
Plays All Movies: PLAYMOVIES
Plays The Original Comic-Style Outcomes: PITFALLCOMIC
Get 99 Lives: STEVECRANEME
See Harry in 2D: ZDHARRY
Make Harry Weightless: ZEROGHARRY
Huge Head Harry: BIGHEADHARRY
Turn Off In-Game Quips: STOPTALKING
See Credits Sequence: CREDITS
Special Credits Screen: Holding R1 at the end of the last credit, the "Thanks to Families" screen, brings you to a "Self-Congratulatory Credit" screen.

Pong

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.

- Cyber Badlands Course:** HARESO
- Cyber Canyons Course:** NAMODI
- Cyber Sawgrass Course:** SECARE
- Cyber Summer Course:** PORASO (Now you have your choice of courses!)

Pool Hustler

Hidden Bowliard Mode: At the title screen, press Up, Up, Down, Triangle, Triangle, X, X, Left, Right, Square, Circle. Now go to the main menu screen and you will see a new option in the middle called "Bowliard," which combines the game of bowling and billiards.

R/C Stunt Copter

On the title screen or the main menu, enter one of these codes to unlock many cool cheats. You will hear a voice say, "Cheaters never prosper" once the trick is entered correctly.

All Levels Open: Down, Up, Right, Left, Triangle, X, Square, Circle.
Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square.
All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle.

Resident Evil: Director's Cut

Double Ammo Trick: Double the ammo every time you pick up clips by highlighting "Advanced Mode" at the main menu. Press and hold Right until the word "Advanced" turns green. When it does, start the game. Now all the ammo you pick up is doubled.

Resident Evil 2

In addition to the thrills and chills normally offered by Resident Evil 2, there are a couple of secret characters and special costumes worth finding.

Play as Hunk: Beat a complete game (Claire and Leon) on the standard difficulty level with an "A" rating. When the rating comes up on the screen, you'll be able to save the scenario with Hunk as the character for a hidden game!

Play as Tofu: This is a bit tougher. Beat three complete games, making sure you get Hunk on your first or second try.

Alternate Costumes: You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. They key opens up a locker in a first-floor room below the stairs on the west side of the police department. Open it to find brand-new costumes for Claire and Leon. These will give you slight advantage in terms of finishing the game.

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire, or Ada), and you'll get to play as Chris Redfield!

Roll Away

You may enter any of the following codes at any time during gameplay.

- Temporary Invisibility:** Right, Down, L1, R2, R1, o, Triangle, Square.
- 30 Extra Seconds in Time Trial Mode:** o, L1, Triangle, Triangle, o, X, Triangle, Down. This only works once per level.
- Warp to Bonus Stage:** Triangle, Up, Triangle, L2, L1, Square, X.
- Clear Screen in Bonus Stage:** Right, o, Square, L1, Square, o, o, Square.
- Extra 30,000 Points:** Square, Up, Down, L2, R1, Triangle, X, Triangle.
- Chess Pattern Background:** L1, Circle, Left, Right, L2, Left, R2, R2.
- Enable Motion Blur:** Right, Circle, L2, Circle, R1, Circle, Square, Circle.

Rollcage

With some of these passwords, the game may tell you that a password is invalid, but

V-Rally 2: Need for Speed

All Bonus Cars and Levels: On the title screen, highlight and enter "Game Options." Now move down and access Game Progression. On this screen, quickly press L1, L1, Left, Right, Left, Right, Up, Down, Up, Down, X, X+SELECT. Once the code is entered correctly, you'll hear a buzzing noise. Now you can open up any level and car by pressing X on any rectangle.



the codes will work anyway.

- All Leagues, Mirror Tracks and Other Options:** MAXCHEAT
- All Easy Tracks:** EEFNIEBA (Make sure you've chosen easy difficulty)
- All Hard Tracks:** EEFPHMBC (Make sure you've chosen hard difficulty)
- All Expert Tracks:** HEMPCMDD (Make sure you've chosen expert difficulty)
- All Expert Tracks Plus Extra Car, All Deathmatch Modes, and Mirror Tracks:** HHMPNEED
- Air Horn:** AIRHORNS (Press SELECT to use the horn during a race).
- Testers' Best Lap Times:** BESTLAPS

Rogue Trip

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as usual.

- Enable Cheats:** Press L1+R1+R2+SELECT at same time when you first start the level.
- Invulnerable:** Press L1+R1 at same time, then press Up, Down, Left, Right.
- Infinite Weapons:** Press and hold L1+R1, then press Up, Down, Up, R2.
- Unlimited Jump:** Press Circle, Square, R2, X, Triangle, R2.
- Play as Big Daddy:** Press Triangle, Square, R2, X, Triangle, R2. Then pick Challenge Mode and choose "Nuke York" as your level. Big Daddy will appear on the character select screen. Triangle+L2+L1+R1+Left. Hold these buttons until you see text confirming that it worked.
- Blow Up the Earth:** Launch an upgraded lob bomb in the back corner within 100 feet of the UFO wreck. Transport up to moon, then detonate the bomb. Debris from the earth will pummel the moon. Eventually, you'll be in weightlessness. It ruins the game, but it's fun!

R-Type Delta

To maximize your weapons during any time of the game, press **START** to pause and then hold the L2 button. Now enter the codes below. Before using the power-up codes, make sure you have a Force Pod. If you want the Force Pod at any time, do the code for All Force Power followed by any of the power-up codes.

- All Force Power:** Left, Right, Up, Down, Right, Left, Up, Down, Triangle.
- Red Power-Up:** Left, Right, Up, Down, Right, Left, Up, Down, Square.
- Blue Power-Up:** Left, Right, Up, Down, Right, Left, Up, Down, X.
- Yellow Power-Up:** Left, Right, Up, Down, Right, Left, Up, Down, Circle.
- Level Select:** Use the bombs more than 10,000 times.

- 9 Credits:** Gain more than three hours of gameplay.
- Free Play Mode:** Gain more than six hours of gameplay.
- Power Arm:** Be the game in "Human" or higher difficulty setting, or by playing the game more than 100 times.

R-Types

Level Select: Highlight either the "R-Type" or "R-Type II" options at the title screen. Quickly press L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, L2, R2, R2, R2, R2, R2, R2, R2, R2. Begin gameplay and press **START** to access the "Stage Select" and **FMV** sequences within the menu options. Choose your stage and then press X to begin.

- Speed Down Ship:** Pause gameplay in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.
- Speed Up Ship:** Pause gameplay in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, Circle.

Rushdown

Unlock All Tracks: On the main menu screen press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Circle, Triangle, Circle. This will unlock all the tracks in the Arcade Mode.

S.C.A.R.S.

Cups, Cars, and Modes: On the title screen, press **START**. On the player select screen, choose your number of players. On the game select screen, highlight and choose the "Options." On the options screen, choose settings. Now move down and highlight the "Password" option and enter one of the following codes.

- GACSA:** Activates the Crystal Cup.
- ROCKY:** Activates the Diamond Cup.
- ZDPEAK:** Activates the Zenith Cup.
- XPERTS:** Activates the Challenge Mode.
- DARTLE:** Activates the Scorpion Car.
- BESIT:** Activates the Cobra Car.
- RUNNER:** Activates the Cheeth Car.
- MYSTER:** Activates the Panther Car.
- ALLVID:** Activates the Codes.

Sled Storm

Enter the options screen and select the loadsave option in order to display the password screen. Now enter one of the following codes.

- New Sted and Players:** Circle, Triangle, Square, R2, R2, L1, Triangle. This unlocks the Storm Sled in single race mode.
- Play as Jackal:** L2, L2, Circle, R2, Square, R1, L1, Triangle.
- Play as Sarge:** Square, L1, Square, L2, Triangle, R2, X, Circle.

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Smurfs, The

Level Select: Begin a New Game from the main menu, and, when asked to choose what type of game, press up to see, "It's Too Picnic." Now press the X button and wait for the cinema to complete. Once you see "Start of the Adventure," press L1, Up, Up, Down, Up, Left, Left, Up, R2. You will hear a harp sound and your icon will now be all the over to the last level. Now you can start at any level in-between the beginning and the end!

South Park

From the main menu, choose the "Enter Cheat" option and enter the cheats as shown.
All Cheats Unlocked: ZBOBBYBIRD (Now go back to the main menu and go into the cheats menu to find a level select and more!)
Unlock Characters in Head to Head Mode: MSLAPUPMEL: Unlocks Starvin Marvin.
 SRAFT: Unlocks Terrance.
 PPHART: Unlocks Phillip.
 VDOROTHYSFRIEND: Unlocks Mr. Garrison.
 ACHEATINGSBARD: Unlocks Mr. Mackey.
 YUOFEMACHINE: Unlocks Chef.
 BOCHECKATACO: Unlocks Wendy.
 EFSHNCMIPS: Unlocks Pip.
 KICKME: Unlocks Ike.
 KALLWOMAN: Unlocks Ms. Cartman.
 NGOODSCIENCE: Unlocks Mephisto.
 QSTARINGFROG: Unlocks Jimbo.
 JHAWKING: Unlocks Ned.
 GOUTRANGE: Unlocks Big Gay AL.
 DELVISUSYS: Unlocks Officer Barbrady.
 TMAJESTIC: Unlocks the Alien.

Space Invaders

Level Select and Classic Mode: This rather simple code will give you the ability to choose your starting level. At the main menu screen, press Circle and a level select menu will appear. Now you can choose your starting level. If you pick level 00, you will be taken to the final level; after defeating the "retro" space invader boss, you will be granted with a new option called "Classic." Go back to the main menu and highlight the "1 Player Mode" and press Left to reveal the Classic Mode. Press X and you will be playing the original arcade Space Invaders!

Sports Car GT

Enter these codes at the "Press Start" screen.
Extra Money: Up, Left, Left, Right, Down, Right, L1, Square.
All Cars: Up, Right, Left, Right, Down, Up, L1, R2.
All Tracks: Down, Down, Left, Right, Up, Left, Circle, R2.

Spyro 2: Ripto's Rage

In the middle of the game, press START to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.
Big Head: Up, Up, Up, R1, R1, R1, Circle.
Parappa (Fat) Mode: Left, Left, Left, Right, R2, L2, R2, Square.
All Abilities: Circle, Circle, Circle, Circle, Square.
View Credits: Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.

Star Wars: Ep. 1 - The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it, and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+SELECT+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility, and play any movie in the game.

Street Fighter Alpha 3

Battle Shin Akuma: You must first open Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen, press and hold L1+L2 and choose your fighter. Keep holding it until the "VS." screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Supercross 2000

From the "Select Event" screen, have "Quick Race" highlighted and then press R1. Now enter the following passcodes for these results. You'll hear a sound to confirm correct code entry.
The Bikes Never Crash: NoCR4SH
Giants on Mini-Bikes: G4UNTS
Supercross on Mercury: M3RCVRY
Supercross on Venus: V3NUS
Supercross on the Moon: MOON
Supercross on Mars: M4RS
Supercross on Jupiter: JVP13R
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All Kibbles Get in Your Way: LoCKM3
No More Off Track: NoOFFTR4CK
No More Getting Reset: KiPPHNGoK
Bigger Dirt Spray: BiGSPPRLY

Syphon Filter

Level Select: Pause the game and go into the options menu. Highlight the "Select Mission" option, then press and hold Left+L1+R1+SELECT+Square+X.
All Weapons and Ammunition: Pause gameplay and highlight the "Weapons" option. Hold Right+L2+R2+Circle+Square+X (in order). Note: Only the weapons normally available during the current level will become selectable.
Hard Mode: While you're on "New Game" on the title screen, press Left+R2+Select+Square+Circle+X. If you entered the code correctly, you should be able to hear Gabe say, "Damn it!" When you start the first level, the screen will say, "Hard Difficulty" under the area name.
Cinema Mode: When you begin the first level, go into the bar. Shoot the guy who's shooting at you from behind some crates, then go into that room and out the window. On the right is a fence and an elevator, on the left is an ally. Go down the ally to the street with flaming squaddars at the end. On the left side are three doors. Use the Sniping Mode to look up, and it should say, "Theater" above the right door. Go up to the door and pause the game.

Wu-Tang: Shaolin Style

All Fighters in Versus Mode: On the main menu screen, press Right, Right, Right, Left, Left, Left, Left, Square, Circle, Square, Circle. You will hear a groaning sound. Now go into the Versus Mode and you will see that all the hidden fighters are now available for use.
Fearamtor: First, enter the "All Fighters in Versus Mode." Highlight RZA and hold the SELECT button. With SELECT held, press the X button.
Cerith: First, enter the "All Fighters in Versus Mode." Highlight GZA and hold the SELECT button. With SELECT held, press the X button.
Sinies: First, enter the "All Fighters in Versus Mode." Highlight U-God and hold the SELECT button. With SELECT held, press the X button.
Bone Gear: First, enter the "All Fighters in Versus Mode." Highlight

Raekwon and hold the SELECT button. With SELECT held, press the X button.
Gasche: First, enter the "All Fighters in Versus Mode." Highlight Masta Killa and hold the SELECT button. With SELECT held, press the X button.
Hyestric: First, enter the "All Fighters in Versus Mode." Highlight Method Man and hold the SELECT button. With SELECT held, press the X button.
Lecher: First, enter the "All Fighters in Versus Mode." Highlight O'Dy and hold the SELECT button. With SELECT held, press the X button.
Otis: First, enter the "All Fighters in Versus Mode." Highlight Ghostface Killah and hold the SELECT button. With SELECT held, press the X button.



Keep "MAP" highlighted, then press and hold in this order: Right+L2+R1+X. Gabe should say, "Got it" after you enter the code. When you press START again, you should be in the theater. Enter anything certain and all the movies should appear. Press X to skip any of the movies and press START to go back to the theater.

T'ai Fu: Wrath of the Tiger

Debug Menu: Start a game and finish any level to access the "Map" screen. While there, press SELECT+L1+L2+R1+R2 to open the Debug Menu. Now you can choose any starting level in the game!
Enable Cheat: (Note: This code enables all of the following gameplay cheats. Do not pause the game! You simply have to enter the cheats quickly at any time during gameplay.) R2, Triangle, R2, Triangle, Circle, X, Square.
Full Chi Bar: R2, Triangle, R2, Left, Right, Square.
Invincibility: R2, Triangle, R2, Left, Right, R2, Double Size
Huge Enemies: R2, Triangle, R2, Left, Right, Up.
Half Size Enemies: R2, Triangle, R2, Left, Right, Down.
Nine Lives: R2, Triangle, R2, Left, Right, X.
All Fighting Styles: R2, Triangle, R2, Left, Right, Triangle.
Full Health: R2, Triangle, R2, Left, Right, Circle.

Tarzan

Level Select and Cheat Menu: On the main menu screen, quickly put in these button combinations for the following tricks.
Level Select: Left, Left, Right, Right, Up, Down, Left, Right, Up, Down, Down. Now move down past the "Load Game" option and "Cheats" will appear. Select this option to gain access to the game many different levels. Pressing Right will get you the bonus levels.
In-Game Cheat Menu: After entering the

"Cheats" on the main menu screen, press L1, R1, L1, R1, L1, R1, L1, R1, L2. Next, pick a level and enter it. Now press START to pause. The "Cheat Menu" will appear at the bottom of the screen. Access this option to get access to all letters, mucho fruit, infinite lives, and more!

Tenchu: Stealth Assassins

Debug Menu: Begin a game, and, while playing, press the START button to pause. While the game is paused, hold L1+R2. While holding L1 and R2 press Up, Triangle, Down, X, Left, Square, Right, Circle. Next, release L1 and R2 and then press L1, L2 and R2. Now press START and immediately press L2+R2 both at the same time. If you do this correctly, a blue screen will appear and options such as stage select, charged items, and layout enemy will become available.

Tomba 2: The Evil Swarm Return

Difficult Minigame Clue: During the Trolley event minigame, you will go past the second jump in the tracks. As the Trolley approaches a very sharp left turn, slow the Trolley to a near complete stop. Lean Tomba to the left so that the Trolley will lean to the left as well. Carefully balance the Trolley so that Tomba does not fall off. Keep the Trolley leaning to the left around the turn, and you will be able to see the Clue on the right-hand side of the track, at the opposite side of the crest in the next left turn. The clue will be seen as Tomba reaches the next left turn. Now, shift Tomba and the Trolley to the right immediately by pressing and holding to the right. If done correctly, Tomba will acquire the last Clue in the Trolley minigame.

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Bust A Move 4

An Bust A Move 4 brings the zany puzzle adventure world to the Dreamcast.



Armada II

An RPG set in an Asteroids-like setting a thousand years in the future.



Half-Life

Half-Life combines all the visceral action of legendary action games like Doom with great storytelling in the tradition of Stephen King.



World Series Baseball 2K1

Featuring 28 ballparks re-created in full 3D along with updated Major League Baseball Rosters for the 2000 season.



Dark Angel Vampire Apocalypse

A gothic fantasy adventure in which you play as Anna who's trying to discover the secret behind her superhuman powers.



Soco GT

The best-looking racing game to hit the Dreamcast so far. The trackside detail and atmospheric effects are all top-notch.



Shenmue

Absolutely stunning visuals in this action/adventure title that clearly demonstrates the potential of the Dreamcast.



Spec Ops: Omega Squad

You'll have to watch your back in this one. Lots of covert action for fans of the long-running Spec Ops series.



Castlevania Resurrection

Castlevania's 12th and bloodiest incarnation. Step into this tangled, trap-filled castle, ready to whip and slash these suckers to Hell and back.



Tony Hawk Pro Skater

Filled with many extras not found on other systems, Tony Hawk for Dreamcast will feature improved graphics, and a four-player mode.



Space Channel 5

The Morolians are trying to take over the Earth and Ulala (a reporter for Space Channel 5) is trying to cover the event.



PLAYSTATION



Messiah

It was thought that the messiah would return after 2,000 years. Apparently, he caught an earlier flight.



Lunar 2: Eternal Blue

The success and level of interest in the first Lunar assures that we get the sequel. RPG fans should set some time aside for this.



Evil Dead: Hail to the King

In this adventure set eight years after *Amy of Darkness*, you must continue the search for the Book of the Dead.



Time Crisis: Project Titan with Guncon

The Time Crisis games continue! Get out your Guncon and take aim.



Nightmare Creatures 2

The evil scientist Dr. Adam Crowley is back—bigger and meaner than before. With the help of a zombie you must stop the doctor's evil doings.



Chase the Express

A Resident Evil-style game from Sony that's sure to keep you on the edge of your seat.



Dead or Alive 2

In Tecmo's latest Dead or Alive installment, you'll find multi-level stages, a Tag Match mode, and new characters such as Helena, an opera singer.



Vanishing Point

An ambitious racing game with strong emphasis on physics and excruciating attention to detail.



Tekken

With 10 levels of intense fighting action and a four-player arena to duke it out in, this scrolling fighter is a hot one.



Spider-Man

With the help of Black Cat as a guide, Spidey must work through various missions of danger-filled adventure.



The Legend of Dragoon

This game from Sony is a combination of scrolling fighting action and platform jumping that has a distinctly old-school flavor to it.



NINTENDO 64



StarCraft 64

The PC hit will make it to the N64! Marines, Zealots and Zerglings will battle it out on a split-screen two-player action.



Spider-Man

Activision's hoping to fully realize Spidey's potential in dynamic 3D. You gotta love swingin' from ledge to ledge...that never gets old.



Perfect Dark

Even better than GoldenEye, this 3D shooter offers more options than any before. An instant classic.



X-Men Mutant Academy

This installment from the popular comic franchise features 13 characters, including favorites like Wolverine, Gambit, Iceman and others.



Conker's Bad Fur Day

Conker awakens to find himself in a scene out of *Saving Private Ryan*... Our happy squirrel friend is thrust into a violent, M-rated very adult world.



GAMEBOY COLOR



Kenshi

The star of the television series makes it to the GameBoy. A must have for fans of the series.



Resident Evil

One of the most intense Game Boy Color System titles ever. A direct conversion of the original PlayStation blockbuster.



Wicked Surfing

Assume the role of one of five different characters and hit the tides. You can even take on the waves with a friend if you have a link cable.



X-Men Mutant Academy

This game features a state-of-the-art fighting engine and stunning animations, plus real-time character morphing and battle damage.



Spider-Man

You didn't think Spidey would forget about the GameBoy Color, did you? There's plenty of adventure and web-slinging action in this cart.

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The Coolest Recent Releases



Time Stalkers

Enter a new dimension, where time portals collide and create sheer chaos. Crack the riddle that spans the globe, space and time.



MDK2

Includes tons of new items and gadgets for enhanced gameplay, more humor, and a totally new experience. All new levels of wacky action!



Maken X

First-person rendition of Zelda 64's combat. One-hundred percent unsettling descent into the world of the occult and ass-kicking gameplay.



Danger Girl

Play as one of three comic book Danger Girl characters involved in an elite spy agency duking it out with terrorists and other villains.



Wild Arms 2

Continues the PSX tradition of excellent RPG action. Supports a fully polygonal world, new characters and a fresh, compelling story line.



MediEvil 2

Undead anti-hero Sir Daniel Fortesque awakes once again from his peaceful eternal slumber to fight foul demons and evil villains.



All Star Baseball 2001

Home run-swatting, double play turning, hit and run, throw-'em-out-at-the-plate phenomenon that is the answer to all your baseball prayers.



Excitebike 64

The best-selling Excitebike for the NES leaps to the N64. Wear your virtual leathers and lead a pack of knobby-tire Paks in at home.



Jeremy McGrath Supercross 2001

Vastly superior to the original-bigger-badder bikes, challenging tracks and the most ferocious competitors on the Supercross circuit.



Tomb Raider

Lara performs all her famous moves in this hand-held version of the game, where she must search for the all-powerful Dream Stone.

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Tomb Raider: The Last Revelation

In the game, face north (the best way to do this is to hang from a ledge that is facing north). Now press the **SELECT** button to go into your inventory screen. From this point, do one of these methods for the results as shown.

All Items: While the compass faces north, highlight the Large Medipack and hold **L1+L2+R1+R2** down on the D-Pad. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the inventory screen and you will see that you have all the items from the game.

All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the compass faces north, highlight the Small Medipack and hold **L1+L2+R1+R2** up. While holding these, press the Triangle button. This will exit the "Inventory" screen. Go back to the "Inventory" screen and you will have all the weapons, unlimited ammo, etc.

Skip Control Level: While the compass faces north, highlight the "Load Game" option and hold **L1+L2+R1+R2** up. While holding these, press the Triangle button. This will exit the "Inventory" screen. You will now be taken to the next level of the game!

Tomorrow Never Dies

While playing, press **START** to pause. Enter the following codes for the results as shown. Immunity From Bullets: **SELECT, SELECT, Circle, Triangle, SELECT.**

Pass Through Walls: **SELECT, SELECT, Circle, Triangle, Triangle, Triangle, Triangle, Circle, SELECT, Circle, L1, L1, R1, R1, Mission Complete:** **SELECT, SELECT, Circle, Circle, SELECT, Circle.**

Tony Hawk's Pro Skater

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.

Big Head Mode: Hold **L** and press **Left, Up, X**, Down, **Up, X**.

Special Available Anytime: Hold **L** and press **Square, Up, Left, Up, Circle, Triangle.**

Get 10x Multiplier: Hold **L** and press **Triangle, X, Triangle.**

Get 13x Multiplier: Hold **L** and press **X, Square, Square, Triangle, Up, Down.**

Slow Mo: Hold **L** and press **Left, Square, Left, Square, Left, Square, Left.**

Go to Restart Option: Hold **L** and press **Circle, Square, Circle, X.**

Get All Practice Mode Levels: Hold **L** and press **Square, Up, Left, Up, Circle, Triangle.** Quit the level and go to the menu.

Blowout Trick: From the menu, access Career Mode. Begin a new game and press **START** to pause. Press and hold the **R1** button and enter **Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle.** The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats, and FMV movies will become available.

Trick'n Snowboarder

Play as Resident Evil 2 Characters: Note: The RE2 characters are available for play only in Free Mode. At the title screen, press the following buttons in order: **Triangle, Triangle, X, X, Square, Circle, Square, Circle.** If you did it right, you will hear a minor audio cue. Now,

select Free Mode. Once you are in the character select screen, press **L2** or **R2** to use the Resident Evil 2 characters.

Triple Play 2000

Automatic Home Run: When at bat, hold **L1+L2+R1+R2** and press **Triangle, Square, Triangle, Circle, X, Square, Left, Right.** You'll hear a trumpeting sound to confirm correct entry.

Automatic Strikeout: When pitching, hold **L1+L2+R1+R2** and press **Up, Down, Triangle, Square, Triangle, Circle, X, Square.**

EA Dream Team: Start an Exhibition game. At the team select screen, press **Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right.** You should hear a voice to confirm correct entry.

Control camera: During play, hold **L1+L2+R1+R2** and press **Right, Left, Up, Down, Right, Left.** You'll hear a sound to confirm correct entry. Use the following to control the camera. Move: **D-Pad.**

Move faster: **L1+D-Pad.**

Turn: **R1+D-Pad.**

Zoom out: **L2.**

Zoom in: **R2.**

Raise view: **Triangle.**

Lower view: **Square.**

Announcer commentary: During play, hold **L1+L2+R1+R2** and enter one of the following codes.

Extensive Chatter: **Up, Triangle, Right, Circle.**

Batter Info: **Left, Square, Up, Triangle.**

Trivia: **Down, X, Right, Circle.**

Weather: **X, Down, Triangle, Up.**

Twisted Metal 4

From the options screen, access the "Password" option and enter one of the following codes. You will hear an evil laugh if entered correctly.

Unlimited Specials: **Triangle, L1, Down,**

Triangle, Up.

Only Pick Up Napalms: **Right, Left, R1, Right,**

Circle.

CPU Shoots Only You: **Right, Triangle, Right,**

Triangle, L1.

Vigilante 8: 2nd Offense

Go to the title screen and access "Options."

Highlight "Game Status" and press **X.** Press **X** again at "Player 1," and **X** one more time to highlight "Sheila."

Now press **L1+R1** simultaneously and enter any of the following codes.

When you are done, press **X.** You will hear a voice to confirm correct entry. Press **Square** to go back to the main menu to begin your game.

Remove Delay Between Weapon Firing:

RAPID_FIRE

Increase Difficulty to Super Hard:

UNDER_FIRE

Extra Explosion on Interceptor Missiles:

LAST_FIRE

Slower Action: **GO_SLOW_MO**

Heavy Vehicle: **GO_RAMMING**

From the main menu, choose the options screen. From there, press the **X** button on **Game Status**, choose your player with **X**, then press the **L1+R1** buttons simultaneously. You can now enter one of the following pass-codes.

Go to the title screen and press **X** to start. You will hear a voice say, "Funky" if done correctly. Be sure to press the **X** button after entering each code in order to complete it. Each time you complete a code, you will have to press **L1+R1** again to enter a new one.

No Enemies: **HOME_ALONE**

Monster Wheels: **GO_MONSTER**

Suspended Cars: **JACK_IT_UP**

CPU Picks Features: **QUICK_PLAY**

VR Baseball '99

Easy Outs: In the middle of a game against the computer, get to the part of an inning where you are playing in the outfield (A computer player must only be on first base for this trick to work). Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out.

Warcraft II: The Dark Saga

Enter these while paused in the middle of gameplay at the password screen.

Game Victory: **NTCLNS**

Game Loss: **YPTFLWRM**

Don't End Game: **NVRWNRR**

Easier Lumber: **HCHTXMS**

WCW Mayhem

All Wrestlers: **PLYVHDGNS**

Same Wrestlers in VS. Mode: **DPLNGGRS**

All Full Attribute Wrestlers: **MSPCRWS**

All Backrooms: **CBKXMS** (Now you can fight in the backstage areas in a one-on-one fight by running to the entrance. Have both wrestlers move toward the back. You can choose which area you want in the match options under Match Setup.)

Classic TNT Nitro: **PYNTLRCLC** (On the ring selection screen, choose the "Nitro" ring to wrestle at the TNT Nitro stadium.)

Enable Cheat Credit: **CHT4DBST** (In Quest For The Best Mode, press **CHIT** to move up in the rankings. This will also give you the ability to unlock more hidden characters as you move up the ranks!)

Wipeout 3

Enter the following codes as default names.

All Tracks: **WIZZFG**

Phantom Class: **JAZZANZ**

Bonus Ships: **AVINIT**

Wu-Tang: Shaolin Style

Task needed to gain secret — Secret's description.

Rza Chamber Specific Secrets

1. Gain chambers 1-5 — Gain character's kill number 2

2. Gain chambers 6-10 — Scale Mode

3. Gain chambers 11-15 — Gain character's kill number 3

4. Gain chambers 16-17 — Gain Mudan kill number 3

5. Gain chambers 18-20 — Gain character's secret outfit

Gza Chamber Specific Secrets

1. Gain chambers 1-5 — Gain character's kill number 2

2. Gain chambers 6-10 — Gain character's kill number 3

3. Gain chambers 11-15 — Gain character's kill number 3

4. Gain chambers 16-17 — Character art for GZA and rival

5. Gain chambers 18-20 — Super Turbo Mode

Ol' Dirty Bastard Chamber Specific Secrets

1. Gain chambers 1-5 — Gain character's kill number 2

2. Gain chambers 6-10 — Gain character's secret outfit

3. Gain chambers 11-15 — Gain character's kill number 3

4. Gain chambers 16-17 — Character art for GZA and rival

5. Gain chambers 18-20 — Gain character's secret outfit

Gza Chamber Specific Secrets

1. Gain chambers 1-5 — Gain character's kill number 2

2. Gain chambers 6-10 — Gain character's kill number 3

3. Gain chambers 11-15 — Gain character's kill number 3

4. Gain chambers 16-17 — Character art for GZA and rival

5. Gain chambers 18-20 — Gain character's secret outfit

Ol' Dirty Bastard Chamber Specific Secrets

1. Gain chambers 1-5 — Gain character's kill number 2

2. Gain chambers 6-10 — Gain character's secret outfit

3. Gain chambers 11-15 — Gain character's kill number 3

4. Gain chambers 16-17 — Gain character's kill number 3

5. Gain chambers 18-20 — Gain character's secret outfit

6. Gain chambers 1-5 — Gain character's kill number 2

7. Gain chambers 6-10 — Gain character's kill number 2

8. Gain chambers 11-15 — Gain character's kill number 2

9. Gain chambers 16-10 — Gain character's kill number 2

10. Gain chambers 1-5 — Gain character's kill number 2

11. Gain chambers 6-10 — Gain character's kill number 2

12. Gain chambers 11-15 — Gain character's kill number 2

13. Gain chambers 16-10 — Gain character's kill number 2

14. Gain chambers 1-5 — Gain character's kill number 2

15. Gain chambers 6-10 — Gain character's kill number 2

16. Gain chambers 11-15 — Gain character's kill number 2

17. Gain chambers 16-10 — Gain character's kill number 2

18. Gain chambers 1-5 — Gain character's kill number 2

19. Gain chambers 6-10 — Gain character's kill number 2

20. Gain chambers 11-15 — Gain character's kill number 2

21. Gain chambers 16-10 — Gain character's kill number 2

22. Gain chambers 1-5 — Gain character's kill number 2

23. Gain chambers 6-10 — Gain character's kill number 2

24. Gain chambers 11-15 — Gain character's kill number 2

25. Gain chambers 16-10 — Gain character's kill number 2

26. Gain chambers 1-5 — Gain character's kill number 2

27. Gain chambers 6-10 — Gain character's kill number 2

28. Gain chambers 11-15 — Gain character's kill number 2

29. Gain chambers 16-10 — Gain character's kill number 2

30. Gain chambers 1-5 — Gain character's kill number 2

31. Gain chambers 6-10 — Gain character's kill number 2

32. Gain chambers 11-15 — Gain character's kill number 2

33. Gain chambers 16-10 — Gain character's kill number 2

34. Gain chambers 1-5 — Gain character's kill number 2

35. Gain chambers 6-10 — Gain character's kill number 2

36. Gain chambers 11-15 — Gain character's kill number 2

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44. Gain chambers 11-15 — Gain character's kill number 2

45. Gain chambers 16-10 — Gain character's kill number 2

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53. Gain chambers 16-10 — Gain character's kill number 2

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56. Gain chambers 11-15 — Gain character's kill number 2

57. Gain chambers 16-10 — Gain character's kill number 2

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66. Gain chambers 1-5 — Gain character's kill number 2

67. Gain chambers 6-10 — Gain character's kill number 2

68. Gain chambers 11-15 — Gain character's kill number 2

69. Gain chambers 16-10 — Gain character's kill number 2

70. Gain chambers 1-5 — Gain character's kill number 2

71. Gain chambers 6-10 — Gain character's kill number 2

72. Gain chambers 11-15 — Gain character's kill number 2

73. Gain chambers 16-10 — Gain character's kill number 2

74. Gain chambers 1-5 — Gain character's kill number 2

75. Gain chambers 6-10 — Gain character's kill number 2

76. Gain chambers 11-15 — Gain character's kill number 2

77. Gain chambers 16-10 — Gain character's kill number 2

78. Gain chambers 1-5 — Gain character's kill number 2

79. Gain chambers 6-10 — Gain character's kill number 2

80. Gain chambers 11-15 — Gain character's kill number 2

81. Gain chambers 16-10 — Gain character's kill number 2

82. Gain chambers 1-5 — Gain character's kill number 2

83. Gain chambers 6-10 — Gain character's kill number 2

84. Gain chambers 11-15 — Gain character's kill number 2

85. Gain chambers 16-10 — Gain character's kill number 2

86. Gain chambers 1-5 — Gain character's kill number 2

87. Gain chambers 6-10 — Gain character's kill number 2

88. Gain chambers 11-15 — Gain character's kill number 2

89. Gain chambers 16-10 — Gain character's kill number 2

90. Gain chambers 1-5 — Gain character's kill number 2

91. Gain chambers 6-10 — Gain character's kill number 2

92. Gain chambers 11-15 — Gain character's kill number 2

93. Gain chambers 16-10 — Gain character's kill number 2

94. Gain chambers 1-5 — Gain character's kill number 2

95. Gain chambers 6-10 — Gain character's kill number 2

96. Gain chambers



Game Boy

Adventure Island II

Stage Select: Enter 0894 on the password screen. Now you can start on the first stage with 99 of every power-up item.

Armorines: Project S.W.A.R.M.

Secret Screen: From the title screen, access the "Password" option. Now enter BBBB BBBB as your passcode. You will be taken to a cheat screen where you may gather power-ups and choose your starting world.

Asteroids

Enter the following codes on the "Password" screen.

Open Cheat Menu: CHEATONX (In the middle of a game, press the SELECT button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A to toggle invulnerability.)
Get the Excalibur Ship: PROJECTX
Unlock Classic Mode: QRTREATR

Babe and Friends

Go into the options and enter these passwords with the B button.

Level 2: BoB
Level 3: RN6
Level 4: GS4
Level 5: RM1
Level 6: N6W
Level 7: TYQ

Batman

Sound Test: There is a hidden Sound Test Mode. To activate it, press Up and Right simultaneously, then press START. The sound test will appear and enable you to select from all of the game's audio tracks.

Battletoads in Ragnarok's World

Five Lives: At the title screen, hold Down, A and B, then press START. If you have to continue, do the code again to play again with five players.

Boomer's Adventure in Asmik World

Stage Select: Enter ANCIANT as a password. Change the number of the stage by pressing Up or Down. If you select a stage with a punctuation mark after the number, the stage numbers will decrease. If you select a stage that has no punctuation mark after the number, the stage numbers will increase.

Bubble Bobble Part 2

Extra Puzzles: For your password, put in ->5-V. Press START to get the "Stage Select" screen. Use up and Down to cycle through the stages, and press START to begin. Do not select "Exit." If you do, it will not work.

Bust-A-Move 2: Arcade Edition

Extra Puzzles: Press A, Up, B, and Down on the title screen. If the code is entered correctly, a small figure will appear in the corner of the screen.

Bust-A-Move 4

Extra Puzzles: On the title screen (while "Press Start" is flashing), press A, Left, Right, Left, A. An orange character will appear in the lower right-hand corner. This opens up different puzzles for Puzzle Mode!

Castlevania: The Adventure

Secret 1-Up: This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin.

Hidden Rooms: Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (Level One), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (Level Three). Now go kill Dracula!

Castlevania II

These codes are entered from the "Password" option. There will be four boxes and you can scroll through various icons. Insert the icons in the patterns shown below.

Extra Lives: Put a candle in the first two boxes and a heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!

Sound Select: Put a heart in all four boxes. You will see a box that says, "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!

Secret Password: Put a heart in the first box, an eyeball in the second, a candle in the third and leave the fourth empty. Now press START and you will be put in the beginning of Dracula's castle. Put in an eyeball, a heart, a candle and a heart in the boxes and you will be in the room with the final boss, Dracula!

Caterpillar Construction Zone

Stage Select: On the title screen, move down to Continue and access it. Now put in your password as BG6S and press the "Done" option. Now you will be in the game. Press START and access the "Passwords" option. You will now have passwords to all the stages and levels in the game. Choose any of these levels and you will automatically begin there.

Chase H.Q.: Secret Police

Level Password: Enter MMQ4 at the pass-

Boarder Zone

Hidden Time Track: From the main menu, enter the "Options" screen. Highlight and access the "Password" option. Now put in your password as 020971. The screen should tell you that you've opened a new level. Now go into Challenge Mode and access the "Time" option. After selecting your board and ride, move Left on the course select screen and you will be able to access the hidden fourth track.



word screen. This will give you access to any level up to 30. Just scroll Left to access the previous levels.

Contra: The Alien Wars

Level Four on Easy Mode: Now you can go to Level Four on Easy Mode (you normally end the game at Level Three). After the cinema, you will reach the title screen. Move the cursor down to "Password" and press START. On the password screen, enter the code 21LN.

Dead Heat Scramble

Stage Select: On the title screen, press B eight times, A eight times, and then press B one less time than the stage you want to go. For example, press B four times for Stage 5.

Donkey Kong Land 2

On the "Game Select" screen, hold Right or Left in front of the game you wish to play, then press one of the following button combinations. If entered correctly, you will hear a chime.

40 Banana Coins: B, B, A, A.
All Kremloins: A, B, A, B.
Extra Lives: A, A, B, B.

Donkey Kong Land 3

Bonus Stage: Go to the Cape Codswallop's level, Total Rekol. When you begin the stage, jump toward the left to enter a bonus stage.

Faceball 2000

Level 01 to 30 Warp: When you get to the flashing section of wall at the end of the first level, turn 180 degrees and fire at the wall. The wall will disappear, revealing a clue item that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 01.
Level 30 to 20 Warp: As soon as you see the Level 30 exit, turn 180 degrees and fire at the wall. A new exit will open up that takes you straight to Level 20!

Game Boy Camera

Hidden Game: On the main menu screen,

access the "Play" option. When the "Space Fever II" game begins, don't shoot either of the first two icons (the ones that will take you to the "D.J." or "Ball" game). Instead, wait for them to go away and play the space game until you get a high score of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" option again. This time, a question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called "Run! Run! Run!" This game will also utilize your game face. If you get first place in the game, press the A button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

Godzilla: The Series

On the main menu screen, choose "Password" and enter any of the following codes.

Level 2: NCFRGIJBK
Level 3: DM1FLSBPQM
Level 4: PKDJMLPNPS
Level 5: KDQLHRNDON
Level 6: DQSPCFPFJR
Full Power on Last Level: DMJMBJRFRR

Go Go Tank

Seven Chances: On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right, START. You'll have seven lives and seven continues.

Invincibility: On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left, START.

James Bond 007

Begin a new game and pick an empty file. When asked to enter your name, put in one of the following names to play the corresponding card game.

Blackjack: BJACK

Baccarat: BACCR

Red Dog: REDDG

Kirby's Dream Land

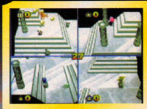
Special Config. Mode: At the title screen, press and hold Down+B+SELECT. Using the Control Pad, you can choose different

He's still the bomb!



BOMBERMAN 64

The Second Attack!

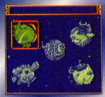


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- ★ Five Battle Modes
- ★ Four Player Split Screen Capability



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BOMBERMAN MAX RED CHALLENGER

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GameShark Codes

Army Men

Infinite Health	014001CC
	0140180C
Infinite Ammo for First Selected Item	01FF9EC3
	01040DCB

Armorines

Infinite Health	01080ED0
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Carmageddon

Infinite Credits	0199B5C3
	0199B6C3
	0199B7C3
Infinite Health	016FABC3
Stop Timer	0199A6C3

Jeremy McGrath
Supercross 2000

Always First Place	01FFB6D5
Always First Place	01FFB6D4
	01FFB8D3
	01FFB8D2
	01FFB8D1

Muppets

Infinite Lives	0163BCDA
Infinite Health	01F1C1DA
Infinite Special Move	0119C3DA
Infinite Paper Plane/Drumsticks	
	0119C2DA

RayMan

Infinite Lives	0199C8C7
Infinite Rings	0120C8C7

Street Fighter Alpha:
Warriors Dream

Infinite Health P1	0190B5C4
No Health P1	0100B5C4
Infinite Health P2	0190B5C6
No Health P2	0100B5C6
Stop Timer	016309CF

Star Wars Episode 1 Racer

Stop Timer	010144C2
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Top Gear Pocket 2

Infinite Funds	0110AC11
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options. Press A to enter the Sound Test so you can listen to different sounds.

Secret Bonus Game: On the title screen, hold Up+A+SELECT at the same time. The word "Extra" will appear. Press START to play the Bonus Game.

Kirby's Pinball Land

Fight Only Bosses: At the title screen, press Right+SELECT+A+B at the same time. Now you'll see a black cat run across the high score screen. Press START to begin your game and you will end up at a screen with the names of all the bosses. Move Kirby to the star by the name of the boss against which you want him to begin. Defeating three bosses will let you face King Dedede!
Play Bonus Games: At the title screen, press Left+B+SELECT. Start a new game. Go to any stage and you'll be at the bonus game of that stage!

Lion King

Level Skip: While playing, pause the game by pressing SELECT, then press B, A, A, B, A, and the game will automatically skip to the next level.

Looney Tunes: Carrot Crazy

Level Skip: From the main menu screen, access the options. Now, enter Taz, Elmer Fudd, Daffy Duck. While playing the game, press START to pause then press SELECT to skip to the next level.

Lucky Luke

Train Stage: Luke, Horse, Horse, Old Man, Luke.

Buffalo Stage: Coyote, Horse, Luke, Old Man, Old Man.

Cheyenne Mountains: Old Man, Coyote, Luke, Horse, Coyote.

Mario Golf

Golf Left-Handed: Press and hold the SELECT button. While holding this, press the A button. If you choose Mario, Wario, Luigi, or Club Champ, that golfer will be a left-handed player.

Infinite Retries: Before completing a hole, save your game and exit—don't turn off the Game Boy. Once you return to your game, you will be able to replay the hole again.

Mega Man 5

Power-up Arm Weapons: After you die on a stage, the "Game Over" screen will appear. Press B to continue. Die and continue two more times at the same stage. At the third continue, the screen will change to Dr. Light's laboratory. He will have just finished developing the Turbo Accelerator for your arm weapon and he will give it to you. Die and continue again on the same stage and he will give you another Turbo Accelerator item for even faster fireball shooting!

Men in Black

Levitate Code: From the Command Center, highlight and enter the "Access Codes" option. Now put in 0601. The screen will say, "Error." Press START and you'll go back to the Command Center. Begin your game and while you're standing, press and hold SELECT+Up to float into the air. While in the air, press Left or Right to move.

Acquire the Noisy Cricket Gun: After entering the fly code, press the SELECT and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that will knock you back if you stand still!

Skip Stages: Put in 2409 as a password and then begin a new game. To skip to the next level, press START to pause and then press Select.

Montezuma's Return

Unlimited Lives: ELEPHANT
Pass through Doors: SUNSHINE

Mortal Kombat

Play as Goro: You must first complete the entire game with any character. Now wait for the credits and "The End" to appear. Press and hold Up+Left+SELECT+A until the title screen appears. Let go of all the buttons, and then press START.

Mr. Nutz

The following codes are entered as passwords.
Journey Skip: NNSTR (In the middle of a game, press and hold START, then press SELECT. You will be warped to the next journey in the level)
Adventure Park Level: DOMMNN
Living Room Level: NRRGG

Volcano Underpass Level: CCLLR5
Main Streets Level: JIMPPR
Ice Scream Level: SWWTCB

NBA Jam:
Tournament Edition

Enter the following codes at the "Tonight's Match-Up" screen.

Always On Fire: Down, Right, Right, B, A, Left.
Super Dunks: Left, Right, A, B, B, A.
More Interceptions: Left, Left, Left, Left, A, Right.
More Three Pointers: Up, Down, Left, Right, Left, Down, Up.
High Shots: Up, Down, Up, Down, Right, Up, A, A, A, Down.
Slippery Court: A, A, A, A, Right, Right, Right, Right, Right.
Legal Goal Tending: Right, Up, Down, Right, Down, Up.
Display Shot Percentage: Up, Up, Down, Down, B.

Nemesis

To enable the following codes, first start a game and then pause it by pressing START.

Full Options Plus: Press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and START.
Full Speed and Shields: Press B five times, then A five times. This will work once per game.
Full Power Option: Press the A button, then Left four times, then repeat the sequence four more times. Use this code only if you want a real challenge; it will take away all your ship's accessories!

No Power-Ups: Press Up, SELECT, Down, SELECT, Left, SELECT, Right, and SELECT, then repeat this sequence twice more. Use this code only for added challenge—it prevents you from powering up your ship!

NFL Blitz

From the main menu screen, choose Exhibition Mode and then pick your team. At the "Matchup" screen, press the following buttons for the code results as shown.
No Fumbles: START, START, START, START, B, B, A, A, Down.
Infinite Turbos: START, START, START, START, START, B, A, A, A, Up.
Night Game: START, START, B, B, A, A, Right.
No Pointer: START, START, START, B, B, A, A, Left.
Invincible Receiver: START, START, START, START, B, B, B, A, A, A, Up.

Operation C

Input the following codes at the title screen.

Stage Select: Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, and START.
Listen to Sounds: Up, Down, Left, Right, A, B, and START.

Pocket Bomberman

All Power-Ups: 5656.

Area Passwords:	
FOREST WORLD	
Area 1	
7693	
Area 2	3905
2438	
Area 3	8261
Area 4	1893
Area 5 Boss	
OCEAN WORLD	
Area 1	2805
Area 2	9271

Area 3	1354
Area 4	4915
Area 5 Boss	8649
WIND WORLD	
Area 1	0238
Area 2	5943
Area 3	6045
Area 4	2850
Area 5 Boss	8146
CLOUD WORLD	
Area 1	9156
Area 2	2715
Area 3	4707
Area 4	7046
Area 5 Boss	0687
EVIL WORLD	
Area 1	3725
Area 2	0157
Area 3	5826
Area 4	9587
Area 5 Boss	3752

Pokémon

Easy Level Gain: To easily gain experience, simply switch the Pokémon you want to train with the top Pokémon on your list. When you go to battle, the Pokémon will pop out. You can then switch to another Pokémon. Once you win the battle, both the beginning Pokémon and the fighting Pokémon will both gain experience points.

Fight Safari Zone Pokémon: This will allow you to fight and catch the Safari Zone Pokémon outside of the Safari Zone. To begin you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafloat Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the Islands there is a strip of the screen that is half land and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

Prince of Persia

Go to the "Continue" option and enter the following codes to jump to levels shown below. Press START after entering one of the codes to open the door.

Level 8:	7091495
Level 9:	68813685
Level 10:	01414654



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Puzzle Master

Unlimited Tools: On the title screen, move down and access the "Password" option. Now put in CHEAT as your password. Now your number of Adventurer's Tools won't diminish. They will all stay at the number 9.

Raging Fighter

Player vs. Player: At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B. Then, before the screen changes, push A or B to alter the color of your opponent's player. A will darken the color while B will keep the colors the same. The code will stay in effect until the power is turned off.

Rugrats: The Movie

Enter the following codes to advance to the corresponding level.

Level 2: RQVDHVV
Level 3: TQMYY QK
Level 4: BVBYFJND
Level 5: RJBBCVRT
Level 6: VNGBLVCV
Level 7: BJGSMVSH
Level 8: LTBWQQD

Rugrats: Time Travelers

On the title screen, press Right and access the "Password" option. Now you can enter these codes for different levels in the Toy Palace.

North Wing: CQKJFSS
East Wing: CRVWLJG
South Wing: PLYVFNFS
West Wing: TQYBQXFS

Samurai Shodown

Bonus Samurai: At the intro screen, wait until the close-up of the fighter's eyes fades out. Then on the screen where the fighter is cutting down trees, press SELECT four times. If done correctly, you'll hear a chime. There will then be three extra characters to choose from on the player select screen.

Shanghai

Special Modes: Begin and press SELECT to pull up the options menu. Select "New Game" and push A.
ZAP: Adds a zapping sound effect to a game.
STF: Allows you to view the credits.
MAN: Makes fewer tiles for an easier game.
REV: For a game where all the tiles are reversed. When you select a tile, it turns over. You must remember where the tiles are to find matches.

Smurf's Nightmare, The

The Rabbit Race: Brainy Smurf, Handy Smurf, Sny Smurf.
Mysterious Planet 1: Astronaut Smurf, Sny Smurf, Brainy Smurf.
The Workbench Gone Mad 1: Sny Smurf, Baker Smurf, Handy Smurf.

Snow Bros. Jr.

Invincibility: When the title screen appears, press and hold Down-Left, A and B at the same time, and then press START. No enemies will be able to hurt you!

Map Select: You can now get a "Map Select" screen in which you may choose your starting level. At the title screen hold Up, Select, B and press START.

Space Invaders

Classic Space Invaders: CLSS1281999DBM
Mars Level 46: 7WZVCLN4W8V7
Jupiter Level 6: P5SN3QJ787GJMC
Saturn Level 76: W5PZMS08N78NF
Uranus Level 91: CV17QWKGJ3X85
Neptune Level 106: HV27RW1GN7Y89
Pluto Level 121: MV7RHCLH53Z5R7

Super Mario Bros. Deluxe

Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1-2 is still intact!

Warp Zone: Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3, or 4!

Max Out Lives: Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end-level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your lives will increase and eventually turn into 1-ups! This way you can max out your lives!

The Lost Levels: Get the number-one position on the "Ranking" screen (a minimum score of 300,000 points). Then on the title screen, select the Luigi icon for an entirely new game — Super Mario Bros. 2: The Lost Levels.
You vs. Boo: You must get a minimum score of 300,000 points. On the title screen, select "Boo" for the "You vs. Boo" bonus levels.

Five Extra Lives: This works only on a new game. Select the "Toy Box" option at the main menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the main menu and choose to play the original levels.

Start a new game to begin with ten lives instead of five.

Play As Luigi: Press the SELECT button at the Map screen before you begin a level. This will let you play as the green plumber instead of the red one.

Super Mario Land 2: Six Golden Coins

Easy Mode: On the title screen, press START to enter the pipe room. In this room, press SELECT to get into "Easy Mode." You can then begin any saved file you wish.
Play the Demo: When the title screen appears, hold Up, SELECT, and B (in that order). Continue to hold the buttons until the screen changes. After playing the demo for about 60 seconds, however, the game will freeze up and you'll need to reset.

Tarzan

Level Passwors:

3-1: Vertical Lines, Vertical Lines, Maze, Swirl.
4-1: X, Moon, Up/Down Arrows, Cross.
5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.
6-1: Swirl, Maze, Cross, Up/Down Arrows.

Teenage Mutant Ninja Turtles: Fall of the Foot Clan

Life Power-Ups: When your life runs low, pause the game and press Up, Down, Down, Left, Right, Left, Right, B, A, and START.
Practice Bonus Games: On the title screen, simultaneously press and hold A, B, and SELECT, then press START. A question mark will appear to the right of the "5" on the stage select screen. Select this question mark to practice the bonus games.

Terminator 2: Judgment Day

Slow Down the Time: In stage three of this game, you must rewire circuit boards within 50 seconds. You can hold the SELECT button to slow the timer down.

Tetris

Rockets: Score 100,000 points in the A-type game and you'll get to watch a small rocket launching off into the stars. Score 200,000 or more and you get a large one.

Russian Dancers: Complete Level 9 in the B-type game and Russian dancers will fill the screen.

Space Shuttle: Complete Level 9 in the B-type game with the High at "5," and you get to see the space shuttle take off!

Tetris Blast

Fight 2 Mode: On the title screen, press B five times, then press START.

Tiny Toon Adventures

Practice Bonus Games: Hold Down and the B button. Next, press START at the main menu.

Turok 2: Seeds of Evil

From the main menu screen, access the "Password" option. On the password screen, enter any of these codes for the results as shown.

Skip Levels: DLVTRKBLVL
All Weapons: DLVTRKBWPS
Infinite Energy: DLVTRKBNVG
Infinite Lives: DLVTRKBVLV
Bird Mode: DLVTRKBRDD

V-Rally Edition 99

These codes allow you to access tracks on the Arcade Mode.

Medium Tracks: FASST
Hard Tracks: FOOD

Wario Land: Super Mario Land 3

Max Out Lives, Hearts, Coins, Etc: Press the START button to pause the game. Press the SELECT button 16 times. If you did it correctly, there will be a blinking box around the last digit of your lives. Now, press and hold A+B, and keep them held for the entire track. Next, press Left and then press Up. Your number of men should increase. Do this for every number (for the coins, hearts, etc.) until every number is a nine. Max out everything!

Ghosts and Goblins

From the main menu, move down to password and enter the following code to get to the last level and face the last level boss.

Final Boss: N8C(Heart Icon)K40N



World Heroes 2 Jet

Scorcher Mode: When the Takara code appears, press Right, Left, A, B, Down, A, B, Up. You will hear a sound to confirm that the code was entered correctly. The Scorcher Mode allows you to blast your opponents with your character's Super Attacks at any time, use Zeus as a character, and it also allows you to choose fighting styles (like in Versus Mode) in Training and Tournament Modes.

Yoshi's Cookie

Extra Levels: First, set the music to "Off," the speed to "High," and the round to "10." Hold Up and press the SELECT button. The round should now say "11." Now you can advance to even higher levels by pressing the SELECT button.

Zelda: Link's Awakening DX

Alternate Link: To change the background music at the file selection screen, begin a new player and enter your name as ZELDA. Note: Be sure to use capitals only.





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- ✗ FIGHT IN TWO COMBAT MODES (INCLUDING THE DEVASTATING BERSERK RAGE), UNLEASH POWERFUL COMBINATION MOVES AND WIELD FOUR DEADLY WEAPONS
- ✗ OVER ONE HOUR OF ENGROSSING CINEMATIC MOVIE SEQUENCES UTILIZING ENHANCED IN-GAME MODELS
- ✗ SUPERS HIGH RESOLUTION GRAPHICS WITH FLUID COMBAT ANIMATIONS



Coming Soon

HOT TITLES ON THE GAMING HORIZON

PS2 PlayStation 2

Tekken Tag Tournament

Publisher: Namco

Developer: Namco

Release Date: Now (Japan)

Namco subscribes to the theory that people can never have too much of a good thing.

Well, it looks as though Namco is right, because fans of the Tekken series have been anxiously awaiting the arrival of Tekken Tag Tournament for months.

Although the gameplay of this arcade conversion is similar to that of the classic Tekken, it does have a few modifications. Tekken Tag Tournament has mimicked Capcom's recent efforts with the installation of a tag-team engine that allows as many as four players to brawl at once. All the standard modes (time attack, team battle, survival) are here, as are unlockable goodies such as a gallery, theater and a bowling minigame. What a deal! When you get tired of hour after hour of fighting excitement, you can toss shiny globes at Heihachi-faced pins...





Dreamcast

Marvel VS Capcom 2

Publisher: Capcom

Developer: Capcom

Release Date: July 2000

Marvel VS Capcom 2 sports an amazing number of improvements over its predecessor.

For starters, this title boasts an unbelievable roster of more than 56 playable characters. Do you like tag team action? Well, instead of having a mere two-man tag team, you can now choose three characters and select among them at any time during a match. Not only that, but you can use different characters to chain moves.

Some Capcom purists might be a little miffed about the modification of the traditional six-button setup to a four-button system, but we found the change does not detract from the gameplay at all. In fact, if you love Capcom's fighting games, this will definitely prove a worthy addition to your collection.



What Characters Are Available?

1. Felicia
2. Megaman
3. Captain Commando
4. Wolverine (adamantium claws)
5. Shuma-Gorath
6. Thanos
7. Dan
8. Guile
9. Amingo
10. Cyclops
11. Wolverine (bone claws)
12. War Machine
13. Ken
14. Baby Bonnie Hood
15. Ryu
16. Sonson
17. Marrow
18. Psylocke
19. Silver Samurai
20. Sabretooth
21. Charlie
22. Akuma
23. Zangief
24. Ruby Heart
25. Cable
26. Iceman
27. Gambit
28. Blackheart
29. Dhalsim
30. Jin
31. Anakaris
32. Hayato
33. Captain America
34. Spider-Man
35. Juggernaut
36. Spiral
37. M. Bison
38. Morrigan
39. Sakura
40. Tron Bonne
41. Doctor Doom
42. Venom
43. Magneto
44. Colossus
45. Cammy
46. Strider Hiryu
47. Jill
48. Rogue
49. Hulk
50. Iron Man
51. Servbot
52. Roll
53. Chun-Li
54. Omega Red
55. Storm
56. Sentinel

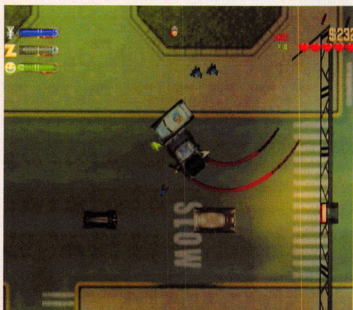
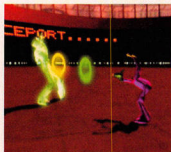
Space Channel 5

Publisher: Sega
Developer: Sega
Release Date: June 2000

Considering the warm reception games like Space Channel 5 have received on the PlayStation, it's no wonder that Sega decided to bring its quirky "dance simulator" to the U.S. Basically, Space Channel 5 is a manic dance party game that will test your memory as well as your timing. Think of it as "Simon Says" set to music in a very Austin Powers-esque backdrop.

Similar to PaRappa the Rapper and Bust A Groove, the setting of Space Channel 5 is a futuristic world where aliens really know how to boogie down. Your job will be to out-dance the aliens and rescue the people they've captured and get them to join you in your dance numbers.

Although the control is relatively simple, don't think that the game easy. You must listen to your opponents carefully and time your moves to the music with a flawless precision.



Grand Theft Auto 2

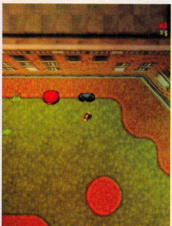
Publisher: Rockstar Games
Developer: Rockstar Games
Release Date: Now available

With its seedy underworld where criminals get rewarded for running amok, Grand Theft Auto 2 is sure to delight gamers looking for some mischievous fun.

As a small-time thief, you must accomplish a variety of illegal assignments in order to raise through the ranks of the mob. It's not easy being bad; along with the rivals who try to gun you down, you must deal with the constant threat of being arrested.

There's a whole city to explore, and different hazards await you in each territory. Collect weapons and steal cars at will—the more jobs you pull, the better your reputation.

The dark atmosphere and violent gameplay of the original GTA left U.S. gamers crying for more, and Rockstar Games hopes that a whole new legion of otherwise law-abiding citizens will become armchair felons on their shiny new Dreamcasts.



PlayStation

Legend of Mana

Publisher: Square EA
Developer: Squaresoft
Release Date: Summer 2000

Those of you who were in love with Square's games long before Final Fantasy VII came to be will no doubt remember the terribly addictive Super Nintendo game, Secret of Mana.

Well, hang on to your leather armor, Mana fans, because the long (and we mean long) awaited sequel to that classic is on its way to PlayStation. Legend of Mana captures all the fun of the original game with its unique blend of action and RPG elements. This quest will take you through several locales and have you kicking a vast array of monster butt as you progress through the story.

Fortunately for fans of the original, Square decided to skip the polygonal graphics for this game and keep it all hand-drawn. This results in some of the most gorgeous art ever seen on the PlayStation.



Legend of Dragon

Publisher: SCEA
Developer: SCEA
Release Date: June 2000

All of you PlayStation RPG nuts are going to have your hands full soon. First you get Legend of Mana, and now you have Legend of Dragon.

The graphics in Legend of Dragon will instantly remind you of the Final Fantasy series with its high-detail 2D backgrounds that 3D characters can walk around on and interact with. Needless to say, it looks fantastic.

The battle system is rather innovative in that it actually incorporates some action elements. When your character approaches the enemy, cross hairs begin to zoom in. Pressing a button at just the right moment extends the attack. As you go, you learn new techniques that result in higher attack combos.

Hmm...Sony's first attempt at being an RPG developer looks promising.



Tony Hawk's Pro Skater 2

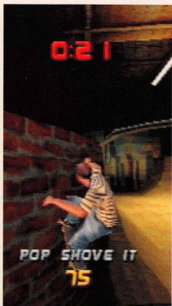
Publisher: Activision

Developer: Neversoft

Release Date: Summer 2000

Did anyone expect the original Tony Hawk's Pro Skater to be nearly as successful as it was? After all, there hasn't been a really good skateboarding game since Skate or Die.

Even though the game's success may have come as a surprise, the fact that Activision has already begun working on the sequel doesn't. So, can original be improved upon? Well, the answer is yes. Activision has added even more of the features we loved in the first game. Look out for such additions as multiplayer competition modes and lots of hidden minigames. Perhaps the coolest feature, though, is the game's impressive park editor, which lets you design the skate park of your dreams and save it to a memory card. Now you can offer yourself and your friends a challenge limited only by your imagination.





Threads of Fate

Publisher: Square EA

Developer: Squaresoft

Release Date: July 2000

Threads of Fate is the third game in Square's "Summer of Adventure" group. Featuring a very traditional-feeling RPG storyline, fully rendered 3D graphics and an interesting, real-time battle system, Threads of Fate will certainly stand out among this summer's RPG fest.

Threads of Fate lets you choose either a male or a female character, and each gender has its own special gameplay features. For example, the male can shape-shift into defeated enemies, and the female has the ability to cast spells.

No matter who you choose, though, TOF will put you through the paces. — because the fighting isn't turn-based, players will have to stay on their toes. Square seems intent on diversifying the RPG as a genre, and Threads of Fate is a good step in that direction.



Game Boy

Metal Gear Solid

Publisher: Konami

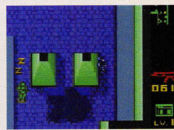
Developer: Konami

Release Date: May 2000

Despite the fact that we already covered Metal Gear Solid for the Game Boy Color in our first Previews section, the game is so incredible that we thought we'd give you one more look at it before it hits the U.S.

Leave it to Konami to accomplish the impossible task of taking every mechanic of the PlayStation game and pulling them off in fine style on everyone's favorite 8-bit portable system.

In case you were wondering, this is the game that was originally called Ghost Babel. Don't let the new name fool you, though; Metal Gear Solid on the Game Boy Color comes complete with its own storyline and cast of characters (save a few familiar faces). Metal Gear fans, rejoice! The saga continues.





Bad to the Bone!

by Andy Baran
andy_baran@zd.com

One of the best adventure games to come out in a long time, *MediEvil II* mixes a healthy dose of puzzle solving with lots of frantic-paced action. The result is a game that will appeal to all kinds of players. Ambient sounds and excellent graphics really help you get into the storyline—which, in its own sick way, is kind of funny.

The gameplay is different to others of its genre, like *Gex* or *Akujii the Heartless*. The puzzles are tough, but not impossible. The action does take a little getting used to. An analog controller is a must. There are plenty of levels to explore, and to really blow the game out of the water, you will have to return to the earlier ones.

This guide will give you a basic walk-through for each level. It will also provide the locations for every Life Bottle and Chalice. It's not easy being undead!

database

time to complete **Five hours**
 challenge **Moderate/hard**
 best item **Gatling Gun**
 Hardest level **Cathedral Spires**
 best advice **Conserve your health at all costs**
 also try **LOK: Soul Reaver**
 system **PlayStation**
 publisher **SCEA**
 developer **SCEE**
www.playstation.com



MEDIAEVIL II

Get by on limited life

Staying Alive

Health reservoirs contain a set amount of life; once you use them, they're gone for good. This means you'll need to conserve your life as much as possible. If you are on a later level and need a quick pick-me-up, look for the secret passages in the easy levels. Remember, you must complete the level in order to acquire what you have gained in the level. Health Vials refill as well.

How to fight

It's not the size of the sword, it's how you swing it

Dan has two types of attacks with most kinds of weapons. The jab is done with the X button. It is perfect for quick strikes against a single enemy. If you are surrounded, the Square button will normally perform a wider attack that can hit multiple opponents. This attack is generally slower and leaves you open a bit longer.

When you run out of ammunition

The reason for collecting gold

The only way to acquire ammunition for your weapons is to buy it from a bizarre creature known as the Spiv. This creature can also do things such as recharge your magic, or repair your armor and shields. None of these benefits come cheap, though, because the Spiv is trying to make a profit. You can find the Spiv on every level, but he's often hidden. You'll know that the Spiv is around if you hear a weird snorting and grunting. Bring lots of gold to him.



▶ You can acquire a limited amount of life from these reservoirs.

Charging Up

Many of the weapons have a charge move. This is done by holding down the Square button and releasing when the weapon glows. These attacks vary from weapon to weapon, but most can kill weaker enemies with a single blow. Whenever you get a new weapon, you should try this move (don't worry about wasting this attack—you can do it as many times as you want).



▶ The Spiv will refresh your ammo stocks—for a price.

Out of body experience

What those weird hands are for

Dan can remove his head and place it in one of those spectral hands. This ability allows you to reach hard-to-reach spots like small holes. You will trigger this ability once you reach Wulfrum Hall. You will not be able to do this move before.

Last minute help

All of the small secret passages have life reservoirs. Remember the entrances to these passages so you can come

back to them at later points in the game.

The last few levels are extremely difficult, and you'll need every speck of life you can get your hands on.

Puzzling

You can also use your head to trigger switches far from your body.



▶ Your skull can ride on those strange spectral hands.

Life Bottle Locations

Useful Tools

Life Bottles help keep you alive long past your normal life meter and they also save you from "instant death" effects such as falling from a great distance. You will find them throughout the course of the game, and each one you get will essentially allow you to gain an extra life. Take a look at the list below to find out where to find them.



Kensington

• Look in the remains of the T-Wrecks boss.

The Freakshow

• Look in an alcove behind one of the wagons.

New Gardens

• The first pumpkin patch has a bottle out in the open.
 • Look in a little room off of the Hothouse.

Wulfrum Hall

• It is down a corridor on the second floor of the mansion.

Whitechapel

• The lady in the club will give you one.

The Sewers

• After you save the first girl, there is a section you can climb up.

Cathedral Spires

• Look on the side of the main spire by one of the souls.
 • Also, look in the room containing the last soul.

The Museum

Morning breath: You awake to find yourself in a Museum. Use this time to get used to the game's controls.

Museum walk-through

- 1 In the first room you come to, destroy the glass case and grab the **Small Sword**.
- 2 Find the **Museum Key** in the small tomb in the multi-levelled room.
- 3 Collect the **Pistol** at the top of the stairs in the room with the two Living



► Load the cannonball into the cannon and light the fuse.

Armors. Look behind the tomb for a little cache of gold.

- 4 You will come across a room with a blocked doorway and a cannon. Head down the right passage to collect the **Torch**. Cross the room to reach the gardens. Inside a chest is the **Cannonball**. Place the ball in the cannon and light your Torch. Now use the Torch on the cannon.
- 5 Climb up the ladder near the entrance of the room with the dinosaur and collect the **Dinosaur Key**.



Secret passage

Use your Skull to squeeze into the passage in the first hallway. Inside you'll find some health and more than 400GP.

► Chalice of Souls

The doorway to the left of the cannon leads to a small garden. If you look above the small pond, you will find the outlines of a Chalice floating there. If you have killed enough enemies, the Chalice will be yours! This will earn you the **Cane Stick** later.



BOSS: Tyrannosaurus Wrecks

First form: This skeletal Rex will chase you down spewing flames up your backside. After a few attacks the monster will raise up on its hind legs and start calling smaller skeletons. This is when you climb up on its back to slice at the supple pink brain.



Second form: The battle isn't over yet. The boss will return as a flying creature. Dodge the flaming pools that it spits and wait for it to call for a few friends. Use your Pistol to shoot its brain. After you take down this form, you've won.



Kensington

A city in peril: The second area will take you through the streets of Kensington. The Journey will eventually lead you back into the Museum to the crypt that you could not enter before.

Kensington walk-through

- 1 Make your way down the street till you reach the waterfront. Look for the nearby switch and hit it to lower a platform. Ride the platform up and enter into the building. You will have to push a box to reach the **Depot Key**.
- 2 Enter the Depot (found to the right of the Museum) and climb into the nearest building. After you retrieve the **Town House Key**, you will be attacked by Anubis Jackals. Kill them all, then push the box near where you entered onto the cart. This will allow you to exit the building through the window.
- 3 Enter the town house and climb the stairs to the second floor. In a chest behind some crates is the **Pocket Watch**. With this item in hand, head to the top of the Museum and enter through the glass opening.



► Use the switch to lower the platform so you can ride it upward.



Kensington Tomb Walk-through — It's dark in here: You will have to use your Torch to see through the gloom.

- 1 If you think you are skilled enough, jump from boat to boat to reach the tomb. If you fall, you'll die; if you drop

down without jumping, you'll only take a little damage. Either way, kill the Jackals on the floor to open the tomb.

- 2 In the room with the three blocks, push the blocks to form stairs leading up to the **Staff of Anubis, Scroll of Sekhmet and Tablet of Horus**.
- 3 In the room containing the statues of

the three Egyptian gods, place the corresponding items with the appropriate deity. Anubis is the jackal, Horus is the bird and Sekhmet is the cat.



Secret Passage

There is a small crack that your head can crawl through. Inside you'll find a lot of cash and some health. Like the goodies hidden in the Museum, save this stuff for the very last level.

► Chalice of Souls

To find the Chalice, climb up the ladder next to the entrance of the first tunnel. Make your way to the station and ring the bell. The train will arrive, carrying the coveted Chalice of Souls. This will earn you the **Hammer of Thor** back at the Professor's Lab.



MediEvil Enemies

Learn the patterns:

By knowing the weaknesses and patterns of the enemies, you can save yourself from taking a lot of damage.

Zombie

Slow moving and weak, these enemies will fall apart easily from a few sword swipes.



Living Armor

Run around these guys to avoid their sword swipes and strike with a circular attack.



Vulture

Stabbing attacks will cleave these birds, but swings will often miss their heads.



Hunter

Fight fire with fire. Kill these annoying guys with your pistol at extreme range.



Necromancer

Kill off his minions and strike him when he becomes solid. Stop him from raising the dead!



Anubis Jackal

Keep away from these fearsome monsters and shoot them from a higher platform.



The Freakshow

Trouble under the big top: Imps have taken over the circus and you must stop them at all costs. They appear to be building mechanical Elephants!

The Freakshow walk-through

1 Traverse the level till you reach the area just past the first Magician. You should see one of those Hammer games that they have at all the fairs. If you charge your Hammer and smash it, you will be rewarded with some gold.
2 Next door is a small game of Whack-a-Imp. Play through all three rounds to earn **Chicken Drumsticks**. These are great for luring Imps. Any Imp that eats

a Drumstick will turn into a chicken that you can eat for extra health.

3 Head through the smaller tent and follow the path that leads to two additional paths. The first will take you across a series of trampolines. Carefully leap across and fight the Mini-elf boss. This will earn you **Elephant Key Next**, take the path that leads downward and fight the second Mini-elf boss. You will be rewarded for your efforts with the **Elephant Key 2**.
4 Head back to the two statues outside of the big top. Use the keys and the way into the giant tent will open. Defeat the boss inside.

5 Once the final Elephant boss is vanquished, you will be able to exit the Freakshow level through the clown-faced door where you fought the first Magician.



Mini-elephants

When you get charged, run underneath the Elephant's legs. Fire your Pistol at the back of his head. You should be able to get about three hits in. When the boss turns around, dash underneath its legs and do it again.

The boss Elephant

Use the levers to drop the heavy metal parts on top of this boss. It will only take three hits. You must time the switch for when the Elephant is directly underneath the chain.

► You can acquire a limited amount of Life from these reservoirs.



Secret passage

Later on, you will want to come back to this level. Why? Because there is a secret passage inside one of the tents. Look for the holes that the Imps ran out of and use your head to get inside. This is an easy way to grab some extra gold for when things get tough later on. This is one of the last great secret areas—the other areas are far more taxing.



► Chalice of Souls

In a barn near the entrance to the spinning corridor. If you enter and climb up to the second floor, you will find the glowing Chalice in the far corner. Collecting this item will earn you the **Crossbow** when you return back to the laboratory.



Greenwich Observatory

I can't see at the Observatory. Should I bring all my shoes? Strange things are afoot at the Observatory. It's locked and there's seemingly no way in. You will have to fend off Birds and use your head (literally) to get inside.

Greenwich Observatory walk-through

1 A pesky Bird will grab your head. Retrieve it from the nest atop the observatory. From here, you will want to head to the ship graveyard.
2 You may be attacked by a second Bird in this area. If so, its nest is found on the roof of a nearby building. Find the ladder to reach it on a wall where you first entered.
3 Enter the control room, place your head in the box and look at the settings of the levers. With the levers in position, the bridge will drop down and you will be able to cross onto the rusted hulks. Flick the level you find to reveal a secret bridge. Use the bridge to enter

the next territory.

Greenwich Naval Academy walk-through

1 Climb to the second floor inside of the building and place your head inside of the diving bell. Use your body to maneuver the hook to acquire the **Bellows**.

2 Attach the bellows to the machine on the roof. Light your Torch and pump the bellows. Prepare yourself for a fight.



► Defeat Mander and Dogman with well-placed Hammer shockwaves.



Secret passage

Unless you are totally desperate you will not want to try collecting the meager amount of health in this secret passage. Why? Because there are shallow pools of water and tricky jumps that will spell instant death for your little skull. This secret is just not worth the effort of trying to nab the health **AND** beating the level on top of that.



► Chalice of Souls

The Chalice is fairly difficult to reach. It is on the last rusted ship in the ship graveyard. You will have to nimbly jump to get there. You will have to almost kill every single enemy in the area in order to collect enough Souls. This Chalice will earn you the **Axe**.



Kew Gardens

You must save the townsfolk! Battle angry vegetation in a garden gone mad!

Kew Gardens walk-through

1 Just to the right of where you start is the **Potting Shed Key**. Grab it and you'll have a leg up on the level.
2 Inside the shed you will find the **Water Tank Valve**.
3 Enter the main building and save all of the people from the Pumpkin menace. Then, head to the roof by climbing up the branches of the tree in the second room with helpless villagers. On the roof is a small maintenance room. Use the water tank valve on the slot on the right side of the room.

4 Use the valve will force the plants in the first large room to bloom. Use the plants to reach the ladder. This will allow you to collect the **Pond Room Valve**. Carefully climb back down and head straight for the room where you found the second group of people.

5 Use the valve on the slot found on the second floor. Climb up the plants that open in that room. You will now be able to reach the **Hothouse Valve**.

6 Enter the Hothouse by jumping across the plant in the room with the wooden bridge. Use the Hothouse Valve after you save the people. Climb up the plants and enter the final room.

Saving the Innocents

Killing any of the Pumpkin monsters will grant you a small dose of antidote. To save the people, cut down the monsters before they infect the villagers. If



they get bitten, use the antidote right away. The biggest threat to the people is actually you. Be very careful when throwing your Axe around. A misplaced toss may kill one of the innocents.

Secret passage

In the Hothouse you should notice some bizarre green glands scrambling about. This is your clue to look for a small hole. You'll find it at the bottom of one of the greenhouses. Inside you'll find the usual batch of goodies amidst a Pumpkin-filled maze. Due to the difficulty of this level, you should probably ignore this secret altogether.



Surviving the gauntlet

The last room is going to test your combat skills. First, you must live through a storm of exploding Pumpkins—igniting them from a distance will prevent most of the damage to you. After a minute or two, Pumpkin monsters start showing up, along with a rolling giant Pumpkin. Keep moving, and concentrate on dodging the giant squash, as it will do more damage than the basic enemies. Save the life reservoir for when you need it.



Chalice of Souls

After you have killed all of the Pumpkin monsters in the garden, you will be able to find the Chalice way up high. Go back to the room where you acquired the Hothouse Valve. Climb to the top of the tree. This will earn you some Bombs.



Dankenstein

Collecting all the right pieces: Within the time limit, you must collect six body parts and find the Chalice of Souls.

Dankenstein walk-through

1 Enter the sewers and kill one of the monsters for its part, then rush it back to the professor before it decomposes. Most of the parts are easy to find, but the Bum is sort of tricky to get at. It's riding on the train. You'll have to walk off of the car if it is on. Don't forget to collect the Chalice for this level.



Secret passage

Right underneath the entrance to the "disposal" room is a small hole that your head can enter. Inside you'll find two chests of coins totaling 500GP and a health reservoir. Be careful, though,

Chalice of Souls

Have you searched and re-searched the entire area for the Chalice and keep coming up empty-handed? Climb the train track and follow it till it weaves above the main computer. Look atop the mainframe. This will earn you the **Broad Sword**.



because there is a vicious rat inside. This secret is not worth getting compared with the relatively easy pickings of the first few levels. Save this for an emergency instead.

BOSS: Iron Sluggar

Fight to the death: Uppercuts are the key to victory. If you've dropped to less than a quarter of health, keep moving away until the round ends. Once you start pounding limbs from your opponent, you should take him out easily. It may take a few attempts.



Between rounds: If you've lost any limbs, you can retrieve up to two of them between the rounds. You'll have to catch the nasty little Imps, but throwing your Axe around should make short work of them. If you want to learn how to fight, try reading the book.



Wulfrum Hall

Shedding some light on the problem: This level is tricky for two reasons. First, you will have to sneak inside. Second, there are Vampires and nasty Little Girls who want to make your life difficult.

Wulfrum Hall walk-through

1 Place your head in one of the hands and enter the small window on the right side of the mansion. Enter the lab and collect the **Front Door Key**. Head back to the room where you entered and hit the switch. Immediately jump into the dumbwaiter. Exit back to the outside by jumping through the window in the room with the fireplace.

2 Hop back onto your body and open the front door. After dealing with the guards, use your Sword to hack through the wooden barricade so you can enter the next room. Climb to the second floor and enter the door on the far right. Kill the Vampires inside by bashing the barricade and shoving the coffins into the sunlight. This opens another door.

3 Head across the landing to the unlocked room and you will find two more coffins. The first coffin burns easily, but getting rid of the second is a little tricky. Place the box in front of the raising platform, shove the coffin onto the platform and then onto the box. With this Vampire gone, you'll be able to enter another room from the main foyer.

4 Kill the Vampires by jumping across the swinging platforms and opening the boarded-up window. With the Vampires eliminated, you can push the coffins to the bottom floor (do not touch the

green flooring). Next, shove the blocks to force the undead into the sunlight.

5 Head to the top floor and find the next vampire puzzle. First, ride the platform to the top of the room. Break the barricade and then push the coffins down below. Trap the vampires in the stone corridors and use the blocks to force them onto the raising platform.

6 The last puzzle is easy but time consuming. First, break the barrier on the third floor. Shove the coffins off the ledge into the circular room. Hit the chain to shine the light.



Chalice of Souls

This Chalice is right in the open. You will find it on a table next to the front door of the mansion. You won't be able to get it right away, of course, so you'll have to backtrack to it later. Collecting this Item will earn you the **Lightning**.



MediEvil Enemies

They only get tougher: The enemies of the later levels will become significantly tougher. Fortunately, they all have weaknesses.

Freaks

Smash these fat bearded ladies with a single hit from your Hammer of Thor.



Imps

Charge up your Hammer and use its shockwave to kill these buggers in droves. It's not pretty.



Magician

This guy is vulnerable when he first stops moving. Dodge his Dragon until he becomes solid.



Bird

These annoying fowl can steal your head. A few crossbow bolts will take care of them nicely.



Zombie Sailors

Tougher than your basic Zombie, they are mowed down easily with a few well-placed sword hits.



Alien

An Alien can possess almost anything. Wreck the body it's on, then go for its head.



BOSS: The Count

First form: Flip the mirrors so they stand up straight. When the Count tosses a fireball at you, dodge to the side and his attack should reflect back to him. When the Count charges at you, keep running until he tries to blast you again.



Second form: Weakened, but not defeated, the Count will redouble his attacks. This time you must hit each mirror so it reflects the light from the ceiling. After all of the mirrors are in position, the Count will burn. It only takes a couple of hits more...



Whitechapel

To find a princess: Kiya's missing and you must enter a club to find her. Getting into the club isn't easy, though. You not only have to disguise yourself, you have to avoid the police who are enforcing a curfew.

Whitechapel walk-through

1 Make your way through the graveyard and into the city. Head down the street that curves to the right. At the dead end you will see a crate. Push it against the wall and you will be able to reach a balcony leading to an open window. Make your way to the basement and use your head to flip a switch—this will slide open a bookcase revealing the **Griffin Shield**. The **Library Key** is inside one of the crates here as well.

Use the key and collect the **Club Membership Card**.

2 Further into the city is a second cemetery. This one sports a massive statue. Step on the large square in front of it, then use your **Sword** to rotate the small cubes to face the center. Once all three colors are aimed at the center, you can collect the **Unicorn Shield**. Also worth picking up is the **Flaming Crossbow** which is in a nearby building.

3 Head back to the first graveyard. Place the Griffin and Unicorn shields into place. Fight off the Zombies and kill the Toymaker's ghost. The Beard is your reward for defeating him.

4 Enter the clothing shop and pop into the dressing room to change your wardrobe. Now you can enter the club in style.



▶ Aim all three colors at the center to open up the tomb.



Getting into the club

These are the requirements for entering the Whitechapel Club:

- 1 Club Membership Card
- 2 A fancy suit
- 3 A beard (so you resemble the face on the membership card)



▶ Chalice of Souls

The Chalice can be found in a small alcove down a side street. It is right near the second cemetery and shouldn't be too hard to find. Just look for the glowing cup and you should be fine. Collecting this item will earn you the **Blunderbuss**.



Sewers

Is Dan a god? Deep in the sewers is a tribe of beings who worship an familiar-looking idol...

The Sewers walk-through:

1 Drop into the darkness and kill the alien that has possessed the pack animal. This will open the way to the tribe's village. Speak with their leader.

2 Take the passage to the right of the Chief. When you kill off the Aliens, animals will smash through the barrier. You will come across the first Worm. Kill it to free one of the girls. In the next room you will be able to climb the walls for a Life Bottle. Hit a beast into the next barrier to find another Worm.

3 Head back to the village and go down the passage marked with a life reservoir. When you get to the locked door, mount your head onto a hand and run through the crack. Hit the switch and the door will open.

4 In the next room you must detach your head and run up the boxes. This will take you to a series of pipes. Enter and walk your body through the door. Use your sword to rotate the pipes by

hitting the lever. Do this until you can use your head to hit the switch at the far edge of the room. You will now be able to reach the ladder.

5 Continue down the path until you get to a fork. Take the left passage. Here, the Spiv will give you the **Poster**. At the end of the road is another Worm. Now head back to the fork and take the right passage. This will take you to a large room with the last two girls.

6 Travel back to the King. He will allow you to use the raft. Ring the bell to summon it and the level will end.



Worm fighting

To save all five girls, you'll have to master the art of Worm fighting. The **Sword** is easily your best weapon. Attack the Worms from the side and they will never be able to hit you.

▶ Chalice of Souls

If you go back to the room where you saved the first girl, you will notice a pair of spectral hands following you. This is an important clue. Mount the hand and crawl inside one of the Worm pipes. The Chalice you earn will get you the **Magic Sword**.



MediEvil Enemies

Cannot be killed?

Many of these enemies cannot be killed—only stunned. It's best to identify these foes quickly. They're a pain!

Pumpkin

Two good Axe hits will wither the vines of this vegetative nightmare. Attack from a distance.



Henchmen

These annoying guys cannot be killed—only stunned. Just avoid them like the plague.



Little Girl

Just avoid this playful pest. You cannot kill this tyke, but she sure can love you to death.



Vampires

Just lead them into the light and keep away until they explode.



Mullock

Friendly at first, these guys become a problem really fast. Just keep away from them.



Gargoyles

The Gatling Gun will clean the clocks of these flying nightmares. Kill them quickly!



Time Machine

Short but sweet: To go back in time to save Kiya, Dan must put together a Time Machine from parts strewn about the Museum and sewers.

Time Machine walk-through

1 Make your way to the Earth Room in the basement. Use your head to enter the observatory and collect the **Time Machine Piece**.

2 Enter the Celestial Grammar Horn and repeat whatever lights are flashing by stepping on them. It's just like a game of *Simon Says*. This will earn you another **Time Machine Piece**.

3 In the Space Room, detach your head and stand near the rocket by crawling through the hole. Use your body to trigger the Martians to shoot the rocket. This will earn you the last

Time Machine Piece.

4 In the Time Room, fix the Time Machine with the three pieces you've collected.

5 The central building has the **Time Stone**. Through a series of events you'll become trapped, so be sure to use your head to free the cage. The second floor has the switch that will free you. You will now want to knock out a guard out-

side of the Chief's hut. This will get him to come out. Shoot the Chief and his cohorts to get the King Mullock's Key. Unlock his hut and enter the dressing room to disguise yourself. Now head to the boat and ring the bell. You can now take back your Time Machine and try to save Kiya.

BOSS: The Ripper

Saving Kiya from the Ripper: Kiya only has a limited amount of health, so if she dies, it's all over! Run around, dodging his blade swipes. The Ripper becomes vulnerable when he goes after Kiya, so take advantage of his weakness and use your Magic Sword to whack him. After you've whittled him down below 50 percent

health, he'll start lobbing spells at you. This desperate action is easily dodged. The trick to beating the Ripper is to attack him as much as possible whenever he goes for Kiya. For your efforts, you'll get a Chalice of Souls (that earns you the Gatling Gun) and a new suit of Golden Armor that totally rocks.



Cathedral Spires

I've fallen and I can't get up: This level has little to do in the way of puzzles. You must find all of the souls in order to blow up the tower.

Cathedral Spires walk-through

- Climb up the tower and enter the Cathedral via the door at the very top.
- Carefully jump onto the chandelier. Use your Sword to lower it down. Make sure to collect the two souls on the way. At the bottom, kill the Armors and enter the small doorway. Collect the soul and fight off the Jackals.
- In the large room, jump onto the swing platforms and make your way to the left side of the screen. From here, you will be able to reach the three souls perched way high up. With them obtained, walk through the hallway on the far corner by the two Gargoyles.
- Inside, hit the switch to lower the chandelier. Get on top of it and hit the chandelier's switch twice to find a hidden alcove. Inside is the **Golden Cog**.
- Enter the small passage back in the large room with the platforms. Collect

the Life Bottle before grabbing the soul. Fight off the Jackals and proceed.

6 Fit the **Gold Cog** into the machine. Hit the switch until the stairs are formed inside of the machine. Make your way to the red engine room and detach your head. Crawl through the hole in the middle of the room. Collect another **Gold Cog** and jump onto the gear to launch yourself out. Collect your body and return to the first cog switch. Rotate the engine room twice more till you can reach the second machine section. Place the **Gold Cog** inside of it. Exit and rotate the room to form the stairs again. The second switch next to the newly formed stairs will rotate the red engine room. Hit the switch three times and exit via the new path.

7 At the glowing wrath, the souls will automatically attack. Grab the **Spell Page** and escape out the top of the tower before the time runs out. Can you get out in time? You only have one minute to make it all the way to the top.



Getting to the top

Climbing up the first part of the Cathedral is harder than it looks. There are all sorts of traps that you must encounter and pass. The worst are the cauldrons which pour lead on you whenever you try to climb up a ladder. The only way to get past is to hold up your Shield until the way is clear. Make sure that all three of your Shields are in excellent condition—you may end up having problems later. You must also dodge fire. Wait till the spouts stop firing or you'll be pushed downward, taking damage all the way.

Soul locations:

You will need five souls to break the first seal and 12 to destroy the tower.

- Next to the first ladder.
- At the top of the first spire.
- In the right-hand chapel.
- In the left-hand chapel.
- On the side of the main tower.
- On a balcony by the first chandelier.
- On a balcony by the second chandelier.
- In a small room with lots of Jackals.
- In the room with swinging platforms.
- In the room with swinging platforms.
- In the room with swinging platforms.
- In the large room with Jackals.

BOSS: The Demon

Henchen battle: You must face Mander and Dogman again. Circle around Dogman and try to cleave Mander with your Sword. The amphibian will be a bigger threat in the long run, so weaken him first. You will likely kill Dogman before him, although you'll do so accidentally. Keep moving and circling. Swing your Magic Sword repeatedly and they'll take some massive damage.

When it is just Mander on the screen, put your sword away and switch to your Flaming Crossbow. Fire away and he'll burn to death without much of a fuss. You are about to face the final opponent...



The final battle: You must face Palethorn as well as a demon he has summoned. It may seem daunting, but this battle isn't too bad once you figure out how to stop them both at the same time.

The demon will start by slamming his fists into the ground. Dodge them and avoid the rubble. He will also radiate fire from the center of the screen. Just jump over it to avoid taking damage.

Palethorn is decked out in a spaceship.

He'll rake you with machine guns while launching homing missiles. Keep dodging from side to side to avoid most of the havoc. When he flies overhead, here is your chance to attack. Fire your gatling gun into his backside and he'll temporarily lose control and blast the demon. This will aggravate him and he will backslap his ship as if it were a child's toy. Just do this five or six times to win the game.



More Than Polygon Hotties

by Mark Hain
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In the past decade or so, I have played dozens and dozens of fighting games—everything from the original Street Fighter to Tekken Tag—and it keeps taking more and more to keep me interested. Dead or Alive 2 had to grow on me, but grow on me it did.

Although this game goes back a step in that it mainly takes place on a 2D playing field, there is a "FREE" button that allows you free access to the entire 3D area. It really won't be used all that often, though, except in conjunction with other buttons to perform complex moves. There's also (thankfully) no cheap ring outs. You can knock your opponent over cliffs, though, and follow him down to where he landed to pummel his ass more. The game does have very tight gameplay, incredible graphics and boasts much more fun than its "bouncing boobs" predecessor.

database

time to complete 20-30 minutes
Story Mode
challenge Adjustable
best feature Tag Battle Model
best character Jann "Bruce" Lee
best advice Learn reversals!
also try Tekken Tag system
publisher Tecmo of America
developer Tecmo of Japan
www.tecmo.com



DEAD OR ALIVE 2™

game modes

One of the greatest things about DOA2 is the amount of different modes you can play. There are a total of seven modes—several of which will enhance your VS. matches with other people.

story mode

Follow each character through a Street Fighter-esque storyline and marvel at the lack of continuity—everyone wins the tournament storyline. No matter who you play as, your final battle will be, of course, with Tengu.

time attack mode

In this mode, you try to fight as many enemies as you can within a time limit. If you defeat your enemy quickly, the time you save in that match is added to the next. This mode features "best two out of three" battles.

survival mode

Survival Mode is where you see how many consecutive battles you can win. The Energy Bar will not replenish after each match, but food does drop after you defeat a character. You also gain points for moves and staying alive.

sparring mode

This is very similar to the advanced practice sessions in Tekken. Have the CPU enemy do whatever you want. Switch things up and see what happens with different button and joystick motions.

vs. mode

Just like those of any other game, DOA's VS. Mode lets you fight your friends with adjustable handicaps and the like. This is the only true way to get better in the game.



team battle

This mode is basically a Survival Mode with a twist. Instead of using just one character, you can choose several and play against a team of greater or equal numbers. When one of your characters dies, another jumps in to take his place. This is good for seeing how certain characters will fare against the opponents you choose.

tag battle

This is one of the best VS. Modes we've ever seen in a fighting game. Up to four players can create teams, and an elimination tournament decides the best fighter! The best thing about this addition is that each character has special tag moves that are exclusive to this mode. Everyone has a specific tag partner with whom there are certain moves that cannot be performed with anyone else. Use the special partner to perform moves, then try the same move with other characters for different results. The moves are all extremely similar, so they are not in the moves lists. 98 percent of them are simply combinations of **◆◆P◆** **FREE+K**. Also, try different joystick motions. Just remember that you have to press all three buttons at once.

tag battle partners

AYANE
EIN
BASS
TINA
AYANE
ZACK
EIN
AYANE
GEN FU
HELENA
AYAN
KASUMI
HELENA
GEN FU
JANN LEE
LEI FANG
KASUMI
RYU
LEI FANG
JANN LEE
LEON
ZACK
BASS
RYU
KASUMI
TINA
BASS
ZACK
ZACK
LEON

The special tag moves you can perform with your specific tag partner are more devastating than normal attacks. Most are very quick to get off.



Tag Battle gives you the chance to test how characters will do against certain opponents in Story Mode matches.

common attacks and abilities

Most gamers are turned off by fighting games that have only simple punch and kick buttons. Although DOA2 falls into this category, do not be fooled. This game is just as complex as any other fighter on the market.

The savvy DOA2 player knows that there are several combinations of moves that can only be performed during key situations. Hurt opponents on the ground by pressing either **◆+P**, **◆+K**, **◆+K+P** or **◆+K+P**.

Realize that everyone has throws. Most are listed in the moves list section, but, as with most fighting games, pressing forward and all three buttons generally gets results. Also, learn your character's multi-throws—they're devastating. Last of all, you'll notice that a few of the characters have a tendency to stand with their backs to their opponents. Facing backwards allows you to perform special unique moves with the button combinations from the moves list. Experiment and see what happens.



Everyone in the game has attacks for downed opponents, a nice array of throws and easy-to-perform reversals.

wall smashing

DOA2 does not have any "ring outs." Instead, you can knock your opponent into objects at the end of the playing field. You can throw your opponent through a fence and watch him fall to the field below, or see what happens when he collides with wall-mounted explosives. Although you can't get cheap automatic wins for knocking someone out of the ring, you can still use the playing field to your advantage. Knocking someone into or through an object will cause their energy bar to lower slightly, and, for a short time, they'll be confused.



Tengu

Tengu is unlike most fighting game bosses in that he doesn't have "super fireballs" or teleport or disappear abilities. Tengu's only real special move (other than his flying moves) is a nasty whirlwind attack. The best advice for beating this guy is stay on top of him and don't let him breathe.



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defense

Unlike a lot of other fighting game bosses, you can actually counter Tengu's moves. Your ability to counter notwithstanding, don't even bother doing anything but blocking when he starts flying through the air. Also, don't think you can just hang back and block his tornado move—it can't be blocked. If he hits you with it, the best thing to do is to stay on the ground. He'll stop and try to shorten the gap between you before he goes in for another round of attacks.

offense

Offensive strategy against Tengu is pretty straightforward. Stay on his ass. If you let up at any time, he will completely destroy you. Really press the advantage if you get him up against a wall. He will eventually move or retaliate, but, until then, you can take off some heavy duty damage. Countering can be a good offense too, especially if it makes him spin around with his back facing you—it seems his array of back-turned moves is limited.

staying alive

There are ways to make fighting Tengu an easier task than normal. First off, don't let him be the one that closes the gap. If he gets in too close and starts a flurry of attacks, try throwing him to get the small comfort zone back. Also, you can try to learn his timing and counter a lot of what he does, but this is difficult to learn. Quick groups of multi-hit attacks work, but he will counter you. Just try to vary your moves and don't ever let up.



MOVES KEY

P = X (Punch)

K = Y (Kick)

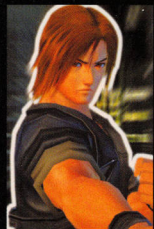
FREE = A

(WS) = While Standing

The throws that have a "—" in front of them are multi-throws. You need to perform the "—" throws before before you can perform the multi-throw.

It's a little hard to master the timing for moves and combos that start with the jump command. Remember that the move right after the jump command is usually a jump attack. Do everything else after you land.





Ein

Ein is not sure of his true identity. All he can remember from his youth is waking up lost in a German forest when he was a small boy. Ein has made his way through life teaching others karate. He hopes that the DOA tournament will allow him to demonstrate his mastery of the art and to lead him to answers about his unknown past. This guy is comparable to a Ryu of sorts. He is very fast and his moves are easy to learn. The down side is that he has no multi-part throws or lacks any really damaging attacks. Although he is an easy character to play, hardcore players will want to look elsewhere because he is heavily limited.



Although Ein's attacks could be stronger, his speed can win a lot of matches.

MOVES

Hilt Strike ◆+P	Falling Star Kick ◆◆+K,K	Heaven's Lance ↘↘+K
Dusty Fist Strike ◆+P+K	Claw Hand-Sidekick ◆◆+P,K	Line of Stars ◆◆+K,K,K
Dusty Wind ◆◆◆+P	Claw Hand-Water Kick ◆◆+P,P+K	Sirius Kick ◆◆+K,K+K
Wind Combo P,P,P	Low Heel Sword ◆+P,P+K	Low Heel Sword ↘+K+P
Claw Combo P,P,P+P	Heavenly Shores ◆◆+P,P+K,P	Thunder Drop ↘+K+P,P
Bull Rein Combo P,P,P+P,P	Iron Hammer Combo ◆◆+P,P	Celestial Thunder ↘+K+P,P,K
Roundhouse P,P,P,K	Purple Haze ◆◆+P,P,P	Global Thunder ◆◆+K+P,P+K
Leftover Stars ◆◆+K,K,K	Fuumon ◆◆+P,P+K	Ruler of the Skies ◆◆+K
Jumping Knee Kick ◆◆+K	Dawn's Chimes P+K◆+P	Celestial Kirin ↘+K,K,K

COMBOS

- ◆+K,P,P,P,◆+P,K
- ◆+P,Back Turned,◆+K,◆+P,K
- ◆+K,P,P,◆+P,K
- ◆◆+K,P,P,◆+P,K
- (WS)+K,P,P,◆+P,K
- ↘+K+K+K+K,K,◆+P

strategies

vs. Tina

Tina is a throw-mad character, so the strategy against her is pretty simple: keep away. If she rushes you and positions herself at close range, you lose.

vs. Bass

When you fight Bass, time is on your side. He is powerful, but slow. Avoid his initial throws and you can whoop him good. Don't try multits, though; his counters are

vs. Jann Lee

Jann is as fast as Ein, so whoever gets the moves off faster will be victorious. Get in several small, quick hits for the win.

vs. Zack

Zack is very similar to Ein and is therefore one of his toughest opponents. Utilize a stick and move strategy. Use devastating moves right after he misses you.



HELENA

Here's a new one: Helena is not only a master of some funky fighting style called Pi Qua Quan, she is also a famous opera singer! Uh huh, opera singer. The big bad boss killed her father, so she's here to sing, to kick butt and to avenge. Helena is kind of a special new addition in that she wasn't technically available in the arcade version of the game (she had to be unlocked). She is a great character because of her excellent range of moves and her astounding countering ability. When you add to that a speed on par with Jann Lee and other quick characters, you'll realize that Helena can really rock the house.



Helena is very agile, and has a few different stances that help her win.

MOVES

R. Sen P,P,◆K	S. Ryojin ◆,K,P	Gasho P,K,K,K
Dokuritsu ↘,P,P	Hoken ◆◆,K,P,P	S. Kasen ◆,K,◆,K
T. Gasui ◆,P,P	Soho ◆,P	Hanba P,P,P
T. Gosen ◆,P,P	Rigo ◆,K,K	Renken ◆,P,P,K
T. Sen ◆,P,◆,K	Dakai ◆,P+K	K. Gasui ◆,◆,P
Tenshin ◆,P,P,P	Zenpeki ◆◆+P,◆+P	Bancho ↘,K,K,K
Shimogirl ◆,P,P	Rekkai K,K,K	Kyoda ◆,P,P,P
Soheki P+K,P+K	S. Ushiro ◆,K,K	Sotakusho P+K
Gasui ◆◆,P	Uryo ◆◆◆+P	H.Shinyoin ◆,P,K,P

COMBOS

- Low stance, P+K,P,P,P
- ◆◆◆+K+P,P,◆+P,P,◆◆◆+P,P+K,P,P,P
- Counter ◆+P,P,P,P,◆+K,P,P,◆+P,P
- Counter ◆◆◆+P,P,P,P,P,◆+P,P+K,P,P,P,K

strategies

vs. Ein

The only way to ensure victory here by looking for a good counter opportunity. Utilizing a few quick hits and keeping on the move wouldn't hurt, either.

vs. Kasumi

This is one of the most even battles in the game. Helena and Kasumi are equals in strength, multi-hit combos and the like, so whoever gets the first hit can win.

vs. Bass

This is actually a very easy battle as long as you don't get in too close. Stick and move, and counter his heavy punches and kicks.

vs. Gen Fu

Gen Fu is very quick for an old man, but he's nothing compared with Helena. Gen Fu's reversal ability is great, though, so don't try doing a lot of multi-hit combos.





TINA

Tina is a strange character indeed. Not many super models would think to gain notoriety by winning a martial arts contest, but the daughter of Bass has always been headstrong. Winning this tournament would definitely help her achieve the famous status she craves. As a character, Tina is a lot like her dad. She has a huge array of quick punches and kicks and she's got some excellent throws and multits. Her moves are also very easy to connect, which is a quality that makes for some insane multi-hit combos. Use her speed and maneuverability to get in close to your opponents so you can throw them on their butts.



Tina is more of a grappler than a straight-out fighter, but she still has some powerful punches.

MOVES

Machine Gun Middle P,P,K	Combo Drop Kick ◆◆+P,P,K
Machine Gun Elbow P,P,P	Knuckle Arrow ■+P
Machine Gun Knee P,P,P,K	Backhand Elbow ■+P
Elbow Back Knuckle ◆+P,P	Tina Special ◆◆+P+K
Infinity Combo ◆◆+P,P,P	Spin Knuckle Combo ◆◆+P,P,◆+P
Ultimate Combo ◆◆+P,P,K	Double Upper ◆◆+P,P
Low Drop Combo ◆◆+P,P,◆+K	Double Alley Kick ◆+K,K,K
Dashing Upper ◆◆+P,P	Crash Knee K,◆+K
Vertical Hammer ◆+P,P	Dancing Doll Kick FREE+K

COMBOS

- ◆+K,P,FREE,◆◆+P+K
◆+P,P,K,◆+P
- ◆+K,P,◆+P+◆+K,◆◆+P,P,K
- ◆+P,◆+P,◆+K,◆◆+P,P,P
- Jump P,P,P,P,P,K
- Jump P,P,P,P,K,P,K

THROWS

Flying Mare ◆◆◆+FREE+P —Surfboard-Style Lock ◆◆+FREE+P —Japan Ocean Suplex ◆◆+FREE+P
Neck Crusher ◆+FREE+P
Hammer Throw ◆◆+FREE+P
Frankensteiner ◆◆+FREE+P
Alley Kick ◆+K,K
Moonsault Press ◆+P+K

strategies

VS. AYANE

The answer to Ayane is defense. Trying to run in and kick ass will really hurt you against a stick-and-move character like Ayane. Be patient and wait for an opening.

VS. BASS

Tina and Bass are very similar, so this will be a tough battle. Although Tina doesn't have her dad's strength, she has more than enough speed to topple him.

VS. LEON

Fighting a good grappler like Leon is tough! Defense is the key. If you wait for the perfect opening, you can stomp him—just don't let him do the same to you.

VS. KASUMI

Kasumi's style is the opposite of a grappler's. For her, it's all about speed. Stay back and try to counter as best as you can.



BASS

Bass is not at all thrilled at the prospect of his daughter entering the DOA2 tournament, especially given her motive for doing so. His feelings toward Tina notwithstanding, he plans on using his strength of character to win it all and to prove that bodybuilding is supreme! Can anyone say Zangief? Bass makes up for his lack of speed with a smashing power that is simply unmatched. His best quality is his extensive list of throws and multi-throws, and any player worth his salt knows that the best way to take advantage of this is to play defensively and wait for opponents to start making mistakes.



What Bass is missing in speed, he tries to make up in sheer power. He's a classic grappler.

MOVES

Combo Gong P,P,P	Wild Swing ◆◆+P,P
Combo Hammer P,P,◆+P	Bear Crash ◆◆+P+K
Combo Kick Rush P,K,K	Elbow Bat ■+P
Stun Gun Chop ◆+P,P,P+K	Elbow Rush ■+P,P
Bear Scissors ◆◆+P+K,P	Smash Going ◆◆+P,P
Kick Crash ◆◆+K,K	Kenka Kick ◆◆+K,K
Buffalo Crash ◆◆◆+P	Muscle Elbow ◆◆+P+K
Hell Scissors ■+P,P	Appeal: Burning Soul ◆+P+K
Shoto Gun Chop ◆◆+P,P	Drop Kick ◆◆◆+K

COMBOS

- ◆+K,◆◆+P+K,P
- P+K,◆◆+P,◆◆+P,◆◆+P,P+K
- ◆+K,P,P,P
- Jump, P,P,P,P,P,◆◆+P,P,P,K
- ◆◆+P+K,◆◆+K,◆◆+P,P,P,K

THROWS

Waterwheel Drop ◆◆+FREE+P
Powerslam ◆◆◆+FREE+P —Oklahoma Stampede ◆◆+FREE+P
Kitchen Sink ◆◆◆+FREE+P —Stretch Plum ◆◆+FREE+P
—Manhattan Drop ◆◆◆+FREE+P
Power Gong ◆◆+P,P
Leg Break ◆◆+K

strategies

VS. GEN FU

Gen Fu will use his great countering ability to put up quite a fight! He also has many quick-hitting attacks that, unless avoided or countered, can mean the end.

VS. LEON

Leon is so similar to you that this fight can take forever. You don't have a speed advantage, so you have to take the offensive and get your moves off as fast as you can.

VS. HELENA

This will be Bass's toughest battle. Helena loves to knock Bass in the air, so try to avoid her and throw whenever it's possible.

VS. RYU

Ryu's speed and his ability to knock Bass out of almost all of his moves makes this battle very difficult. Be evasive and keep trying to get in your multi-throws.





GEN FU

Gen Fu has a very honorable reason for entering the tournament: He must face Tengu and steal a cure to save his granddaughter. Only a simple book store owner, he comes out of semi-retirement to test his Xinyi Liuhe Quan technique against the world's greatest fighters. His goal is to defeat anyone that might stand in his way! You know Gen in Tekken 2? This guy is very similar. He has a strange wobbling way of moving around and punching enemies before they even know they were attacked. One of his best advantages is his ability to counter and to add moves on top of each other for multi-part combos.



Gen Fu's style is very hard to read. His smooth, irrational movement makes him a tough enemy

MOVES

Palm Uppercut ◆+P	Side Bodycheck ◆+P+K
Straight Strike Combo P.P.P	Death Touch ◆+P+K
Upslice ◆+P	Headbutt P+K
Indecision Slice ◆+P.P	Low Backfist ◆+P
Elbow Strike ◆+P	Low Reverse Punch ◆+K
Elbow-Upslice ◆+P.P	Low Reverse Jab ◆+K.P
Indecision Combo ◆+P.P.P	Leg Sweep ◆+FREE+K
Low Kick ◆+K	High Double Palm ◆+P+K
Low-Side Bodycheck ◆+K, ◆+P	Turnaway Flipover Upper ◆+P+K

throws

- Grasping the Heart
◆+FREE+P
- Rolling Earth Wind
◆+◆+FREE+P
- Monkey Style
◆+◆+FREE+P
- Cat up a Tree
◆+◆+FREE+P

combos

- 1 ◆+P+K, ◆+P, ◆+P+K, ◆+P.P.P, P+K
- 2 ◆+K, P, ◆, ◆+P, ◆+P+K, ◆+P.P.P, P+K
- 3 ◆, P.P.P, ◆+P, ◆+P+K, ◆+P.P, P+K
- 4 ◆+K, P, ◆+P, ◆+P+K, ◆+P.P, P+K



AYANE

Ayane will stop at nothing to destroy her half sister, Kasumi. Her job is to take out the renegade ninja by whatever means necessary. Despite this hatred, though, she will meet someone out there with the ability to soften her black heart. As a ninja, Ayane has been trained to be elusive, fast and deadly. The challenge of playing this character is her lack of multi-part throws and the difficulty of putting together on-the-fly combos. Her great speed, on the other hand, can be a great equalizer. Use it to your advantage against the heavier slower characters. Deal with equally speedy opponents by staying on the offensive.



Kasumi's hunter is a lot like her prey. She relies on quick attacks.

MOVES

God's Double Mount P.P.P	Flying Eagle Kick ◆+P.K
Heaven's Kick P.P.K	Reverse Earth Kick ◆+P, ◆+K
Combo Kick P.P.K.K	Reverse People's Kick ◆+P.K
Wave Needle P.P, ◆+P	Supreme Heaven Kick P.K
Shadow Claw P.P, ◆+P.P	Wind Spirit Dbl. Mount ◆+P.P.P
Mount Destruction ◆+◆+P	Wind Spirit Kick ◆+P.P.K
Murder Dragon Wheel ◆+P, ◆+P	W. Spirit Heaven Kick ◆+P.P.K.K
Earth & Thunder Thrust ◆+◆+P	Splitting Earth Kick ◆+◆+FREE+K
Earth & Thunder Blaze ◆+◆+P, ◆+K	Wolf Lance Kick ◆+◆+FREE+K

throws

- Avalanche Wheel
◆+◆+FREE+P
- God Hiding
◆+◆+FREE+P
- God's Attack
P+K, P.P
- Dust Splitter
P+K, P.K
- God Splitter
P+K, P, ◆+P+K
- God Kick
P+K, P, ◆+P+K
- Illusion Lance
◆+◆+◆+K
- Dust Kick
◆+P, K

combos

- 1 ◆+◆+FREE+K, P.P.P.P.P.P.P
- 2 Jump, P.P, P.P, P.P, K.K
- 3 ◆+◆+K, P.P, P.P, P.P
- 4 Counter, ◆+◆+K, ◆+K, P.P, ◆+P, ◆+P.P, ◆+P.P, P.P

strategies

vs. Ein

This is a pretty even fight. The main problem you have here is overcoming Ein's speed so you can hit him. The good news is that Gen Fu's attacks do more damage. If you play smart, you should end up on top when the round is over.

vs. Jann Lee

Man, this guy is fast! The only real way to win this fight is to predict what multi-hit combos Jann is going to do and counter—attract when he leaves himself open.

vs. Tina

Be sure to take advantage of Tina's over-reliance on throws. Although you are faster, she can rush you, so stay on your toes!

vs. Lei

These two are similar, too. Gen has the power, and Lei has a little more speed and countering ability. Just be smart and don't fall behind!



strategies

vs. Zack

Ayane can definitely beat Zack. Be warned: His attacks are very fast and he can close in on a gap without you realizing it. Make sure to exploit his over-reliance on throws.

vs. Kasumi

These are two of the most evenly matched fights in the game. It's a counter and evasion battle by far. The best part is that Kasumi has a hard time blocking low attacks.

vs. Bass

This can be an easy fight as long as you stay away from him. Once Bass gets in close and brings the fight to you, it's all over.

vs. Gen Fu

Ayane's attacks are not as powerful as those of this aged master. Jump around and keep moving so he won't be able to hit you as much. Stick and move.





LEI FANG

Lei has one goal in entering the DOA2 Tournament: to defeat Jann Lee. Although she holds no malice for any wrong doing, per se, Jann is well known as one of the best fighters there ever was and Lei wants to prove that she is better.

Lei Fang has an excellent mix of fighting styles. Her power is minimal in normal attacks, but who cares. She's lightning fast, has multi-throws and her moves are almost perfectly suited for combining. Over time, you'll be able to learn how and when to best use her various attacks for the greatest amount of damage. Just remember to be evasive—she could be stronger.



Lei is a lot tougher than she looks. Her multi-throws and combos are erratic and powerful.

MOVES

Stepping Fist ↖+P	Armada-Mid Sweep ↖+K,K
Single Jumpkick ↖+K	Armada-Leg Sweep ↖+K,K,↖+K
Double Jumpkick ↖+K,K	Low Shin-Sliding Kick ↖+K,K
Double Palm Strike ↖+↖+P	Front Bodycheck ↖+K,P+K
Sliding Low Kick ↖+↖+K	One-Two Windmill P,P
Gold Chicken Elbow ↖+P,K	High Double Palm ↖+↖+K
Low Upper Bodycheck ↖+↖+P	One-Two Skyscraper K,P,P,K
Trapping Strike ↖+↖+↖+P	Sky Armada Combo P,P,K,K
Low Swipe ↖+↖+P	Sliding Kick Combo P,P,↖+K

COMBOS

- ↖+↖+K,↖+↖+P,↖+↖+K,↖+P,K, K,↖+K
- ↖+↖+↖+P,↖+↖+P,↖+P,K, P,↖+P,P+K
- ↖+↖+K,P,P,↖+↖+P,↖+P,K,P,↖+P,P+K
- ↖+↖+K,↖+↖+K,↖+↖+K,↖+P,K,K,↖+K

THROWS

Common Man's Horse ↖+FREE+P	Common Man's Horse ↖+FREE+P
Kneeling Strike ↖+↖+FREE+P	Kneeling Strike ↖+↖+FREE+P
Challenge the Hand ↖+↖+↖+FREE+P	Challenge the Hand ↖+↖+↖+FREE+P
The Fat Prince ↖+FREE+P	The Fat Prince ↖+FREE+P
—Fat Prince Combo ↖+↖+FREE+P	—Fat Prince Combo ↖+↖+FREE+P
—Request Bodycheck ↖+↖+FREE+P	—Request Bodycheck ↖+↖+FREE+P
Jab-Low Straight Punch P,↖+P	Jab-Low Straight Punch P,↖+P
Stomping First Combo P,P,↖+P	Stomping First Combo P,P,↖+P

strategies

vs. KASUMI

Kasumi seems built to thwart Lei. Once you learn to predict Lei's timing, however, you'll be able to counter almost all her moves. Work hard on evading and keep looking for openings.

vs. TINA

Not so fast—this match won't prove to be a classic "Lei's faster, she wins" scenario. Tina can be surprising. Stand back, jump in, attack and get out.

vs. ZACK

Always stay a few paces ahead of this guy. Although he's known as somewhat of a grappler, he has excellent fighting moves—don't just expect to be thrown

vs. AYANE

This is yet another fight for speed. Quick and powerful blows are your only defense against superior agility and multi-hit ability.



Ryu is the ultimate ninja. With great power comes great responsibility, though, and it is his sworn duty to rid the world of the evil that is Tengu. Although his chances of defeating Tengu are slim, Ryu, same as all who have tried before him, will not quit until one of them is dead.

This guy is a very good mix of speed, power and multis. His special moves are extremely effective and powerful. He is like the game's other combo-happy characters in that his moves seem designed to be performed one after another. In Story Mode, Ryu is simply the best character for beating the boss.



Ryu relies on finesse and intelligence. His counter ability is incredible, and so is his list of moves

MOVES

Delayed Chop Combo P,P,P	Falling Axe Kick ↖+K,K
One-Two Backfist P,P,↖+P	Sidekick Breakdance ↖+K,↖+K
Stepping Palm Combo P,P,↖+↖+P	Dashing Hop Slide ↖+↖+K
Palm-Flipover Combo P,P,↖+P,K	Back Leg Sweep ↖+↖+K
Raging Hawk Combo P,P,K,K	Dance-Handstand Roll ↖+K,↖+K
Rolling Handstand P,P,↖+K	Breakdancing Fury ↖+K,↖+K,↖+K,↖+K
Jab-Double Combo P,K,K	Stepping Illusion Kick ↖+↖+K
Backfist-Stepping Palm ↖+↖+↖+P	Raging Hawk Kick FREE+K,K
360 Degree Uppercut ↖+↖+↖+P	Handstand Option Roll ↖+FREE+K

COMBOS

- Counter ↖+P,↖+↖+P,↖+↖+↖+K, P,P,↖+P,K
- ↖+↖+P,P,P,↖+↖+↖+K,P,P,↖+P,K
- Jump P,P,P,P,P,K,K,K
- Jump P,P,P,P,↖+K,P,P,K,K,K

THROWS

KubiKiri-Nage ↖+FREE+P	KubiKiri-Nage ↖+FREE+P
Shiho-Nage ↖+FREE+P	Shiho-Nage ↖+FREE+P
Falcon Kick ↖+↖+FREE+P	Falcon Kick ↖+↖+FREE+P
Rising Thunder Palm ↖+↖+↖+FREE+P	Rising Thunder Palm ↖+↖+↖+FREE+P
—Kama-Itachi ↖+↖+↖+FREE+P	—Kama-Itachi ↖+↖+↖+FREE+P
—Hankou Drop 360+FREE+P	—Hankou Drop 360+FREE+P
Turnaway Tiger Uppercut ↖+↖+K	Turnaway Tiger Uppercut ↖+↖+K
Elbow-Snap Knee ↖+P,K,K,K	Elbow-Snap Knee ↖+P,K,K,K

strategies

vs. BASS

An easy speed vs. power fight this is not. Bass's ability to counter makes things far more difficult. Dance around him and don't mull too much.

vs. EIN

Ryu and Ein have similar styles. Although Ryu is faster, Ein's superior power will win out in a close up fight. Use Ryu's speed to set things up.

vs. HELENA

Not only does Helena equal Ryu in terms of power, she is much faster than he. The key to this battle is luck and the ability to get your move out before she does.

vs. JANN LEE

Like Helena, Jann is fast and strong. Stay away and wait for the perfect opportunity to use Ryu's countering ability to strike.





JANN LEE

Jann was trained by one of the most well respected masters in Jeet Kune Do. It is said that no one fights from the soul like him. Because of this, he is almost unbeatable in any ring. He only goes after the most challenging opponents. Unfortunately a life of solitude and nothing but training makes him a bit naive with the rest of life... This guy is your classic Bruce Lee dude. Sounds like him; fights like him. He doesn't have much in the way of multi attacks, but he does have incredible speed. This is one of the characters you can really learn to be precise with. Also, his reversals are some of the coolest in the game.



With a nice array of punches and kicks, Bruce, er, Jann Lee is the classic Jeet Kune Do fighter.

MOVES

- | | |
|--------------------------------|-------------------------------|
| Kick Upper
☞+K | Body Low Spin Kick
☞+P,☞+K |
| Double Rising Kicks
☞+K,K | Side Master Kick
☞+K,K |
| Sonic Upper
P,☞+P,P | Dragon Strike
☞+P,☞+P |
| Back Knuckle
P,P,P | Side Back Kick
☞+K,☞+K |
| Dragon Rush
P,P,P,K | Snap Spin Kick
☞+K,K |
| Dragon Cannon
P,P,P,☞+P | Snap Spike Kick
☞+K,☞+K |
| Dragon Slicer
P,P,P,☞+K | Dragon Blow
☞+☞+P |
| Combo Knuckle Upper
P,P,☞+P | Flash Turn
☞+P |
| Body Upper
☞+P,P | Dragon Step High
☞+FREE+K |

combos

- | | |
|---------------------------------|---------------------------------------|
| 1 P,☞+P,P,P,☞+K,☞+K,P,P,☞+P | 3 Counter ☞+P,☞+P,☞+P,☞+P,☞+P,☞+P,☞+K |
| 2 ☞+P,☞+P,☞+P,☞+P,☞+K,P,P,P,☞+P | 4 Jump P,P,P,P,☞+P+K,P,P,K,K,☞+P |

throws

- | | |
|--------------------------------|---------------------------------|
| Piggyback Throw
☞+FREE+P | Shin Knee High Kick
FREE+K,K |
| Side Buster
☞+FREE+P | Dragon Elbow
P+K |
| Headlock
☞+☞+FREE+P | Dragon Flare
☞+☞+K |
| Bulldog Headlock
☞+☞+FREE+P | Combo High Kick
P,P,K |

strategies

vs. Lei Fang

Lei Fang's only purpose in life is to defeat you. Her attacks are tough to defend and she has a great countering ability. Mix up quick lunge punches and long range kicks to throw her off her game.

vs. Leon

Leon is a good mix of fighter and grappler. You can't stay too close, obviously, but standing back is no answer. Use small multis and keep moving; his speed is still the key.

vs. Kasumi

This "queen of speed" is faster than you. The best way to win is read your opponent. If she's standing back, stay on the offensive. If she's aggressive, be defensive.

vs. Bass

This match is dangerous in that you must be within Bass's throw radius in order to inflict the most damage. Stick and move.



KASUMI

Kasumi's story is a strange one indeed. She was trained as a professional assassin and was on her way to being one of the best of her style when she went AWOL to resolve her one of brother's battles. She is now a renegade shi-noh and is hunted by her former clan. The evil Kasumi A.—the spawn of a secret organization that captured her after the first DOA tournament—is actually Kasumi's clone. This is a very strange character. She is fast, powerful and has a ton of multi-hit combos and throws to choose from. Her ninja style makes her very agile and hard to hit. She also has the best defense against wall moves in the game.



Kasumi has some excellent flip kicks and she even has a few multi-throws and combos!

MOVES

- | | |
|------------------------------------|-----------------------------------|
| Thunder Kick
P,P,K,K,K | Tears of the Moon Kick
☞+K,☞+K |
| Light Bullet Combo
P,P,☞+P | Wolf's Fang Sweep
☞+K |
| Light Void Murder
P,P,☞+P,K,☞+K | Wind & Heaven Kick
FREE+K,K |
| Flash Void Murder
☞+P,K,☞+K | Wind & Tears Kick
FREE+K,☞+K |
| World's Flash Punch
☞+P,P | Spinning Kasumi Kick
☞+FREE+K |
| World's Low Savate
☞+P,☞+K | Turnaway Mist Illusion
☞+☞+P |
| Thunder Kick
K,K,K | Turnaway Moonlight Kick
☞+K,K |
| Shadowless Knife
☞+☞+P | Heaven's Advance Dance
☞+P,K |
| Shadowless Earth Kick
☞+☞+P,☞+K | Flame Moon Kick
☞+K,K |

combos

- | | |
|---|---|
| 1 ☞+K,P,P,P,☞+K,☞+P,P,P,☞+P,☞+P,☞+K,☞+K | 3 ☞+P,P,☞+P,☞+P,☞+P,☞+K,☞+K,☞+P,P,K,☞+K |
| 2 ☞+K+FREE, P,P,P,☞+K,☞+K,☞+P,P,☞+P,K,☞+K | 4 Counter ☞+P,P,P,☞+K,☞+K,☞+P,P,☞+P,K,☞+K |

throws

- | | |
|------------------------------------|---------------------------------|
| Waltz of Kegon
☞+FREE+P | Kasumi Wind Kick
FREE+K |
| Flying Swallow
☞+FREE+P | Moon Breaker Combo
P,P,☞+K |
| --Swallow Reverse Drop
☞+FREE+P | Earth Kick
P,P,K,☞+K |
| Heat Haze
☞+☞+FREE+P | Heaven's Edge & Kick
P,K,☞+K |

strategies

vs. Kasumi A

Kasumi A. doesn't fight as well as her clone, but does have the same arsenal of moves. Watch her to see the appearance of some of your own weaknesses; doing so will help you defend yourself in coming fights.

vs. Ayane

This is another one of those fights where your opponent is so similar that the only way to win is to read what she's going to do to you and try to fight the opposite way.

vs. Gen Fu

Try to keep a few feet from the old man. His attacks can be pretty devastating up close; if you have to, throw him to get him away.

vs. ein

Perfect timing of multi-hit combos and counters will give you the advantage. Watch for an opening and light him up!





ZACK

Yet another fighter with dreams of recognition, Zack taught himself Thai Boxing and his attitude and flashy style has already become very popular. With a win at the second DOA tournament, he's sure to gain the popularity he so sorely desires.

Welcome to the perfect equivalent of Tekken's Bruce. This guy is so massively powerful and fast that he can take the fight to just about anyone. Downfall you ask? No multi-throws. That's OK, several of the opponents in the game best him in speed and aren't worth the trouble of trying to throw in the first place. Get in anyone's face who is not a straight-out grappler and smash them quickly.



Zack is a lot like Bruce from Tekken. His knees and elbows hit very hard.

MOVES

Ti Sok Bon ✚+P	Mad Hound P,P,✚+K,K,K,K	Vulcan Flame P,P,P
Double Impact ✚✚✚+P,P	Vulcan Edge P,P,✚+P	Vertical Axe P+K
Spinning Heel Kick ✚✚✚+P,K	Genocide Rush P,P,✚+P,K	Turn Bazooka ✚✚+P,P
Double Sok ✚+P,P	Low Kick Rush ✚+K,K,K,K	Overhead Kick ✚✚+K,K
Elbow Double Middle ✚+P,K,K	Tricky Triple Mid ✚+K,P,K,K,K	Air Walk ✚✚+P+K
Inferno Rush ✚+P,K,K,K,K	Tricky Triple Low ✚+K,P,✚+K,K,K	Te Ran Straight ✚+K,P
Tamborine Heel ✚✚+K,K	Moebius Rush ✚+K,P,P,K	Boost Rush P,K,K,K,K,K
Jab-Heel Turn Kick P,K,K	Kau Roy ✚✚+K,K	Twister Uppercut ✚✚+P+K
Mad Beast P,P,K,K,K,K	Zack Tornado ✚+FREE+K	Devil's Elbow ✚✚+P+P,P

COMBOS

- ✚+K,P,P,K,K,K,P,P,P,K
- In Corner, ✚+K,P,P,K,K,K,K
- Jump, P,P,P,P,P,✚✚+K,P,P,P,K
- Jump P,P,P,P,P,✚✚+P,K,✚✚+K
- P,P,hold✚+K,K,K,K
- ✚+K,✚✚+K,P,P,P,K



LEON

Leon is a mysterious mercenary. He's a loner and very silent about his past. The only thing anyone knows about him is that the love of his life died whispering to him that he was the strongest man in the world. He now joins the second DOA journey to prove he was worthy of her admiration and love.

Well, that's depressing...The upside is that a death so close to you makes you quite the bad ass. Leon has a seemingly never-ending array of multi-hit combos and throws. Add natural strength and even a bit of speed and he is almost unstoppable. He also has an unknown history with Zack...



Leon is tough. He has a ton of throws and is also an excellent straight-forward fighter

MOVES

Smash Uppercut ✚+P,P	Jab-Bodyblow P,✚+P	Standing Arm Lock ✚✚+FREE+P
Smash ✚✚+P	Rush Leg Spike P,✚+P,P,K	—Neck-Arm Blast ✚✚+FREE+P
Shoulder Tackle ✚✚+P	Storm Hook P,P,P	—DDT ✚+FREE+P
Reverse Double Hammer ✚✚+P,K,P	Solid Crush ✚+P,P,P	Crab Scissors ✚✚+FREE+P
Blast Drive Knee ✚✚+P,✚+K	Stomach Break ✚+P,K	—STF ✚✚+FREE+P
Flame Knuckle ✚✚+P	Leg Spike ✚+K	Neck Hanging Tree ✚✚+FREE+P
Trap Reverse Hammer K,P,P	Swing Double Hammer ✚+P+K	
Giant Uppercut ✚✚+P,P	Reverse Double Hammer ✚+P,K,P	Body Savate FREE+K
Scimitar Lock Heel ✚✚+K,K	To-raa-su Kick (WS) K	Blast Drive Knee ✚✚+P,✚+K

COMBOS

- ✚+P,P,✚+FREE+P,✚+FREE+P,P,✚+FREE+P
- ✚+K,✚✚+P,✚+P,P,P,K
- ✚✚+P,✚+P,✚✚+P,✚✚+P,P,P
- ✚✚+P+K,✚✚+P,P,P,K

strategies

vs. zack

Zack can evade quite a bit of what makes Leon so ruthless, but he's by no means unstoppable—his wide range of moves leaves him open to counters and retaliation.

vs. bass

This is a match of intelligence and strength. Both fighters are very strong (Bass more so), so be evasive and counter as often as you can. Do not attack blindly—Bass just needs a couple of massive throws to make you lose.

vs. ryane

A solid defense is really your only option against someone with Ayane's type of speed. Don't even attempt to take the offensive.

vs. jann lee

Jann is faster than you, but people who use him are likely to rush in to attack—this creates excellent counter opportunities.



EXPERT GAMER

Game of the Month

J U N E 2 0 0 0



900 Reasons To Own A Dreamcast



Tony Hawk's Pro Skater is one of the best games to ever to grace store shelves. Cleaning up the already superb PlayStation graphics and bringing it to the Dreamcast, therefore, was a no-brainer. There is more to the game beyond the exciting and time-dwindling Career Mode; its replay value reaches an all-time high. Beware: if you've never skateboarded before and think skateboarding is for geeks that can't play real sports, check yourself. Once you begin playing THPS, you'll wonder how much a board costs, if a heelflip really is accessible for first-time skaters and if those Rodney Mullen skate shoes you saw at Pacific Sunwear are worth the \$91. Well, skateboarding all makes perfect sense once you execute a 720 Christ Air into a switch Beniham.



The Manual 900

One of the easiest ways to score big points is to whirl in the air like a helicopter blade. You can do this by holding Left or Right once you've caught some huge air, but that's not a good way to do the monster spin tricks. As soon as you've got some air built up, tap in the command for a move—a grab or an aerial move. As your skater goes airborne, start holding the Trigger button. For each 360 you achieve, you'll be rewarded with a multiplier. And if you pull off a 900, well, that's just freakin' cool!

Grind Session

Grinding is an integral part of THPS. You'll need it to score points, but you'll also need to grind reach otherwise impossible areas. To score the big points using the grind tactics, get used to double-tapping A and then holding down Y once you're in the air. Get the most out of your effort by varying the type of grind you do. If you've just done a 50-50, try a nosegrind. Also, rehearse staying straight up. Tap Right and Left to hold the grind even longer. Best advice: Once you start over-leaning, don't start a new grind.

Stretching the Combo Limits

The most important strategy, high-scoring-wise, is to incorporate your Special Move into your routine. The easiest way to keep your Special Meter up is to constantly combo your tricks. So, when you get good air and you're trying to make a solid point run, tap Right and X, then Up and X in the same trick. Then, try the diagonal moves, which are a little harder to link together. This is the best way to score, and it really impresses the ladies (or gentlemen). Also, remember to vary your combination tricks.

Inmaculate Grabs

This goes hand in hand with the place allotted for "Manual 900." Once you're getting the hang of grabbing your board, remember to hold on to the B button to get even more points. Once you've caught air and you're pressing in a direction with B, hold down a Trigger and you'll start multiplying your score like a madman. Grabs are the most rad maneuvers, and the cool part is that you control how risky it is. If you haven't caught much air, settle for a 540, but if the people below are tiny as ants, try for a gut-wrenching 900.

The 900

Alright, for those who don't know, Tony Hawk pulled off a 900 at the X-Games and it was one of the coolest things ever. The historic, unequalled feat may forever live unrepeatable in the annals of skating history. Here's DC Tony Hawk doing it again and again.



www.videogames.com



Skateboarding Like the Hawk

by Todd Zuniga
todd_zuniga@zd.com

For those people who haven't played Tony Hawk's Pro Skater, I have two words: I'm sorry. There isn't a cooler, more fantastically adrenalinizing game on the market. So when THPS was being released for the Dreamcast, you can only imagine how ecstatic I was.

THPS is the same game as its PlayStation cousin with even better graphics (it already looked brilliant on the PlayStation). Keep in mind that there's so much more to this game than just the Career Mode—the replay value is incredible!

For me, the best part of THPS has been its amazing cultural influence over my aloof, esoteric persona. I went out and got the coolest Rodney Mullen skate shoes. I bought an America Sweater. I have the sweetest blue Blind long-sleeve t-shirt. Now all I need is a decent board so I can ollie around the office. Happy 900-ing!

database

time to complete 15 hours
challenge Moderate
best skater Tony Hawk (duh!)
best special move Giffberg's Christ Air
best advice Learn to use your triggers
also try Grind Session (PS)
system Dreamcast
publisher Crave
developer Crave



www.cravegames.com

Special Moves

If you want to be a rail-gliding master, you'll need to keep these tricks on the tip of your tongue. No rambunctious skater completes an entire run without blowing off at least a couple of these doozies. Learn one at a time, and if it's an aerial move, don't forget to spin it.

tony HAWK

Kickflip McTwist



540 Board Varial



360 Flip to Mute



The 900



chad MUSKA

Backflip



One Foot Thumpin'



360 Shove It



jamie THOMAS

Frontflip



One Footed Nose Grind



540 Flip



bob BURNQUIST

Backflip



One Footed Smith Grind



Burntwist



kareem CAMPBELL

Frontflip



Casper Slide



Kickflip Underflip



elissa STEAMER

Backflip



Primo Grind



Judo Madonna



jeff ROWLEY

Backflip



Double Hardflip



Darkslide



andrew REYNOLDS

Backflip



Heelflip Bluntside



Triple Kickflip



Hidden Skaters

officer DICK

Yeehaw Frontflip



Assume the Position



Neckbreak Grind



bucky LASEK

Kickflip McTwist



Fingerflip Airwalk



Variable Heelflip



rune GLIFBERG

Kickflip McTwist



Christ Air



Triple Kickflip



private CARRERA

The Well Hardflip



Somi Spin



Ho Ho Ho



Cheats & Codes

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.

Big Head Mode

Hold L1 and press Left, Up, A, Down, Up, A.

Special Available Anytime

Hold L1 and press X, Up, Left, Up, B, Y.

Get 10x Multiplier

Hold L1 and press Y, A, Y.

Get 15x Multiplier

Hold L1 and press A, X, X, Y, Up, Down.

Slow Mo

Hold L1 and press Left, X, Left, X, Left, X, Left.

Go to Restart Option

Hold L1 and press B, X, B, A.

Get All Practice Mode Levels

Hold L1 and press X, Up, Left, Up, B, Y. Quit the level you are playing and go to the menu. You will have all Practice Mode levels.

Blowout Trick

This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the L1 button and enter B, Right, Up, Down, B, Right, Up, X, Y. The screen shakes if entered correctly. Go to the

main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will become available.

Unlocking Officer Dick

To obtain the mythical Officer Dick, you'll have to get all 30 tapes throughout the game. But, of course, you can always use the "Blowout Trick" supplied above.

Play as Private Carrera

To get Private Carrera, you have to unlock everything else (or entered our masterful "Blowout Trick" code), press START during gameplay and hold L1. Press Y, Up, Y, Up, B, Up, Left, Y (the

screen WILL NOT shake like it does with other codes.) Restart, and at the character selection screen you will find Private Carrera in place of Officer Dick. And she can simply fly.

Play as Officer Dick with Private Carrera's moves and sounds

Start a game in any mode as Officer Dick. Pause game play, then hold L1 and press Y, Up, Y, Up, B, Up, Left, Y. The screen will not shake. Then, press START or choose "Continue." Do not choose "Retry" or the game will freeze. If done correctly, your skater will have Officer Dick's appearance, but will have Private Carrera's special moves and sounds.

Woodland Hills

Woodland Hills is where all the fun begins. Get adjusted to the different ways to skate and take advantage of the various ways to score points. One of the fun challenges of this area is to get all five Tapes in a single run.

Scoring the Big Points in the Warehouse



1. Over the Pipe

Soaring over the half-pipe that anchors the Woodside area is the key to big points. If you can fly through the Secret Room surrounded by glass (where you'll find the Hidden Tape) while doing a trick, you'll score even more. If you can manage to come down on either the rail or the side of the ridge on the right side of the area, into a grind, you can score some massive points.

2. The Big Rail

In the middle of Woodside, you'll see a bent rail that makes for some nice grinding. Instead of using the rail as a quick transition from point A to point B, try gliding the whole way to get the Big Rail bonus. One of the coolest things to do is to jump from the above, where you can get the letter "E," and land on the rail. It's a good way to get a group of points, plus you'll get a couple ooh's and ah's from your buddies.

3. Using the Halfpipe

The huge halfpipe is our favorite way to run up the score. Just go from one side to the other, getting major air, and doing multiple tricks and grabs. If you keep doing tricks and connecting them together, you'll be able to build up your special meter and really go to town. Check the beginning of this guide for each individual's special move. Special moves, even used in excess, are a prime way to score big.

BREAKING BOXES

To grab one of the Skate Tapes in Woodside, you'll have to crash through the five boxes littered around the area. You'll find them all diagrammed on the map on the bottom.

Really, finding the boxes is a pretty easy process on this level. But there's one major technique you'll need to master to get to all of them: Jump over ramps instead of using them for massive air. To achieve this, hold down the A button, and once you start up a ramp, push and hold the Analog Stick or D-Pad up. If you don't have enough speed, it won't work. It's a tough skill to master, but once you get it down, you'll wonder why it took so long to get acquainted with.



Spelling S-K-A-T-E

Nabbing the "K"

To grab the "K," you'll have to get up enough speed to climb the wall. Angle yourself to give your body the widest area and try a trick in the air to make yourself a little bit bigger. This one should be no problem.



Nabbing the "A"

How many hovering letters hang over wood-covered taxi cabs? At XG we see it all the time, but in THPS it only happens this once. Just gain speed and ollie into the "A." It's best not to try tricks, unless you're bored or willing to lose control and bail.



Nabbing the "T"

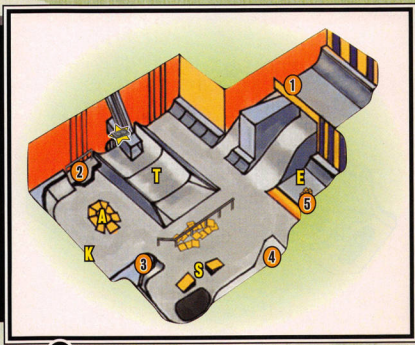
This one isn't much of a problem, but there's a trick to making it easily accessible. Head down the ramp on the right from the beginning and stay straight. Ollie over the entire halfpipe and you should get the "T" on the way.



Hidden Tapes

The first hidden tape is hard to avoid once you've got the skating basics down. The only way to get it is to head to the right once you've started and break through the glass. Hold down the A button and keep it held as you cruise down the hill. Once you're near the bottom, angle your skater slightly to the right; once you reach the lip of the half-pipe, ollie through the glass room that's hovering above. You'll crash through the glass, and in the process you'll be able to nab the Hidden Tape.

If you're looking for big points along with the hidden tape, then do a trick while you're soaring through the air. Once on the other side, you'll get a bonus for skyling over the gap made up by the half-pipe. You can hold down Y and start a grind if you're far enough to the right.



Miami

The School in Miami is where the first real challenge begins. The key to scoring big is to use the rails that are strewn around the area as haphazardly as a drunk man doing step aerobics. Getting the 25,000 Tape is a real challenge, but it can be done.

Scoring the Big Points at the School



1. The Handicap Rail

The first rail you'll see once you've started the School level presents a quick way to score some solid points. You'll also acquire the "S" in S-K-A-T-E if you do it right. Take your time to line up the rail, even if it means pulling back to brake. Hop onto the rail and grind down the entire thing for a huge bonus. If you switch up your grinds along the way, you'll get even more juicy points.



2. The Playground Rail

Sure, points are important. After all, how else are you going to get the high score Tapes? This little trick is worth showing off to your friends, though the points aren't all that hot. Go to the far end of the wall with the graffiti! (the opposite side from where you first spot it), and use the quarter pipe to gain speed. From there, use the angled ramp and ollie to get enough air to reach the top of the rail. Grind away and get a bonus.



3. Taking a Swim

Our advice is to get to the halfpipe areas and show off your mad skills. The pool near the end of the School is a perfect place to do just that. Jump in and build up your special meter and go nuts. If you're bored after a short while, just grind around the entire lip of the pool. If you're trying to put the finishing touches on a great run, this is a good place to do it. Just don't forget to grind your way there.

PICNIC PARTY

Grinding all five picnic tables shouldn't cause you too much stress. The first one you'll need to grind is beneath you, to the left, at the very beginning. The next three are in the main skating area where all the rails are. The final one is by the pool on the left.

The most difficult part is telling the difference between the two tables along the low brick walls in the main skating area. Just stay left after you grind down the Handicap Rail; you'll see the first one right there. If you skate past it and go over the wee bridge, the other one will be on the other side.



Spelling S-K-A-T-E

Grabbing the "S"

The key to getting S-K-A-T-E in one run is grabbing the letters in succession. They're all easy to find, and you can get some decent points along the way of getting them. Grab the "S" right off, or you'll have to backtrack up a big, time consuming hill.



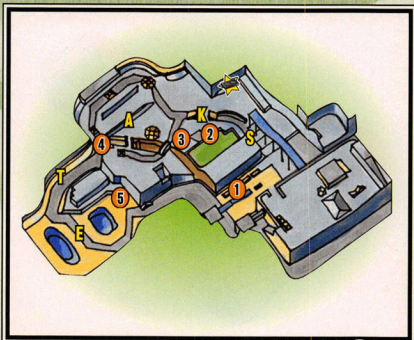
Grabbing the "A"

The "A" is in plain view, so we won't tell you a special way to get it. The key is to grind the entire rail that it's hovering over. If you do, you'll get mucho points and the letter. Otherwise, you'll only have a silly "A" to show for it.



Grabbing the "E"

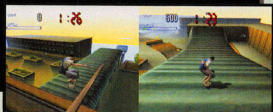
If you've gotten this far, it means you have eyesight. And if you have eyesight, then missing the "E" in Miami is nearly impossible. It's near the pool, hanging around on a rail. Grab it and head to the spelling bee.



Hidden Tapes

The Hidden Tape in Miami takes a little time to get to. First advice: Go straight for the Hidden Tape and don't try any side quests until you have it.

To the right of the starting spot you'll see a building. To get the tape, you'll need to get to the top of it. Launch off the "gimme ramp" that you start on and head straight (by veering to the right). Take a right in the alley, then u-turn onto a tall ramp once you go down a ways. Once on top of the building, turn left and ollie onto the first structure you see and pull back to brake. Now find the wooden board to the right. Try to grind it and take it onto the aluminum path. You can also just ollie to the left of the board and make it. From there, go straight and ollie at the end of the ramp. You'll be rewarded with the tape.





New York

The Mall in New York is stacked with adventure. You'll have escalators going up and down, huge opportunities for air and enough grinds to keep for way more than two minutes. The Hidden Tape is the biggest challenge on this level.

SMASHING DIRECTORIES

Crashing through all five Mall Directories isn't much of a challenge. The real problem is committing yourself to doing it with all the other fun stuff in the way. The only one that is remotely difficult to find is the one on the third floor. You'll just have to take the extra time to get to it. The rest are difficult to miss.

Scoring the Big Points at the Mall



1. The Opening Rail

Once you've gotten down the beginning runway, break through the glass and head up the escalator. To the left of the Mall Directory there's a small rail. If you ollie soon enough, you can latch onto it. Once you're on, though, the fun's not over. Double tap A to get more air, and hold down Y. You should be able to continue the grind on the rail below. If you stick it out, you'll get the Coffee Grind bonus.



2. The Flying Leap

Wise skaters can make up to 10,000 easy points if they take the Flying Leap at the right time. You'll need to skate to the third floor, using all of the escalators that go up. Grind and do tricks along the way to build up your Special Meter. Once you get to the top of the Mall, ollie over the ledge, input your Special Move code and hold down one of the Trigger buttons to get your guy (or girl) spinning. Land it and it's big stuff.



3. Going Down?

After you're done dislocating your skater's kneecap with the Flying Leap, head to the left and check out the area with the elevators. Get up some speed on the quarterpipes and start wreaking point havoc. The coolest thing to do, and this will net you Gap Bonuses, is to start your move on one quarterpipe and head to another while you're in mid-air.

Nabbing the "K"

We could have listed any of the letters for this level or shown any of the screen shots. It's easier to catch scurvy than to miss all five letters in this level. Nevertheless, here's the "K" in all its shiny golden glory.

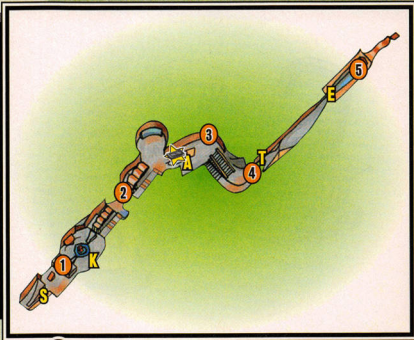


Spelling S-K-A-T-E

Hidden Tapes

This is one of the most difficult Tapes to get your mitts on in the entire game. There are two ways to go about getting it: launching from the third floor and trying to grind onto the hanging light fixture; or ollieing off the quarterpipe that is beyond the oddly placed red car. Instead of a regular ollie, though, try tapping Up and Square, a move that will get you lots of air. You'll have to grind from there. There's a lot of missed moves that preempts getting this Tape, so set aside an hour and hope for the best.

Near the end of the two light fixtures you'll see the Hidden Tape hanging in mid-air. When you're close, ollie between the two fixtures. If your timing is right, you'll pull down the tough Hidden Tape.



Minneapolis

Minneapolis is a tough place to score big points and it's a huge level. The best advice is to choose one objective and go after it full-steam; otherwise, you'll come out empty-handed.

SMASHING SIGNS

The No Skating signs are littered around as obnoxiously as old newspapers. There are five in all, and they'll take a little persistence to find if you're not using the map at the bottom.

Scoring the Big Points Downtown



1. The Truck Gap

If you're skating around looking to do some cool stuff, Minneapolis will challenge you in a lot of different ways. One cool thing to do is to find the ramps that surround the truck. Get your Special Meter revving and try doing an accessible special move while flying over the truck. If you land on the opposite ramp, you'll get a great bonus and tall props.



2. Grind Session

Go straight ahead from looking to do some cool stuff, Minneapolis will challenge you in a lot of different ways. One cool thing to do is to find the ramps that surround the truck. Get your Special Meter revving and try doing an accessible special move while flying over the truck. If you land on the opposite ramp, you'll get a great bonus and tall props.



3. Night Swimming

If you grabbed the Hidden Tape, then you're in a good spot for some exciting skating. Use the pool to do all kinds of combos or just grind around the edges. If you build up your Special Meter quickly, you can reel off some serious points. And when you're tired of busting it up, launch off the edge of the building while holding a trigger button to get a nice load of points.



Spelling S-K-A-T-E

Nabbing the "S"

The first letter to get isn't so easy. Use the first ramp in front of you and ollie up to the ledge. Get to the far right of the wall and then grind the rail before you. You'll have to double tap A to get to the "S," but you can also grind that stoplight.



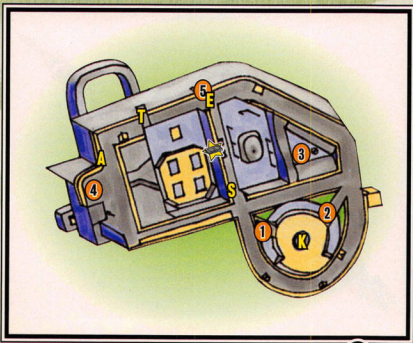
Nabbing the "T"

Read the text on how to find the Hidden Tape to find the "T." It's just up the trailer of that truck and around the bend. Once you smash through the glass, missing the "T" will be as hard as digging to Indonesia.



Nabbing the "E"

Ah, yes, the "E." This one takes a little practice. Turn around right from the get-go and use one of the two ramps to get to the level above. The "E" will be above you on the rail. Use one of the big ramps to get the air necessary to grab it.



Hidden Tapes

This Hidden Tape is difficult to find, but easy to get. Take a right at the first intersection, past the letter "S." Plod up that hill and take a right at the next intersection. You should be able to see a truck with a trailer hanging on the back. Gain speed and ride up the trailer and smash through the pane of glass keeping the world out of that imposing building. Follow that path around, getting a few grinds in along the way, and you'll end up at the top of a building. A greenhouse with concrete slats will be in front of you, but take the brown ramp that will be on your left. The Hidden Tape will be to your left, but you'll need to get up speed, so head to the right, do a quick trick off the quarterpipe and then go straight across, ollieing off the ramp where you'll be rewarded with a hard-to-find Hidden Tape.





Phoenix

Phoenix is a fast-paced frenzy of skating delirium. Just remember to keep a handle on your speed, because there's a lot to do, and not much time to go back and do it.

Scoring the Big Points on the Downhill Jam



1. Half-Pipe Madness

Our strategy is always going lead to the halfpipes. This is where you can get serious air, land some brilliant combinations, do some grab multipliers and mix in a handplant or two for good measure. If your air attack leads to the end of the half-pipe, try grinding onto the rail that's way, way up there in the sky. Grind it, and it's super duper cool.



2. The Phoenix 1080!

This isn't going to get you the most points, but it's totally sweet to pull off something even grander than the goo. Head to the area where you start your run at the Hidden Tape. Once you ollie onto the dirt path, don't take a left. Instead, ollie off and as soon as you do grab your board and hold down L1 or R1. You'll get a 1080 without much problem, but we've heard rumors of 14,40s!



3. Neversoft Electric Co.

If you're planning on spelling S-K-A-T-E, then you're going to end up on the Neversoft Electric Co. rail to get the "E." It's the most difficult trick to pull off in the entire level, but if you grind the entire thing you get a sweet bonus. The points don't adequately reflect how sweet this is, but your buddies will pay their respects if you make it.

SPINNING VALVES

There are valves hanging around Phoenix and touching them causes them to spin into a furious flow of aquatic delight. They're kind of fun to get, but doing so takes some serious skill.

The first one is right in front of you. You'll have to ollie to get it, then head to the right and use the ramp on the far right to spin the second. Get grind happy for the third: it's hanging over the huge halfpipe. The fourth takes pure speed. Ramp up and go airborne—it's on the top of a dusty tower. The final valve is on the slope that leads to the end of the Phoenix run. A wall slide should take care of things.



Spelling S-K-A-T-E

Nabbing the "K"

Just a good ollie and some simple grinding skills will get you the "K." Remember to stay to the right after getting the "S" and you'll have a clean shot.



Nabbing the "T"

The "T" is a real pain. If you sky over the huge pillar of dirt to hit the valve, you could just head straight down that lagoon of a path and get it on the way out. Otherwise, patience is king while trying to get it.



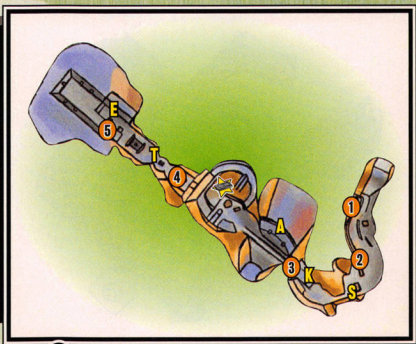
Nabbing the "E"

By far the hardest letter in the game. Near the very end of the run, past the little pool, you'll need to go to the right quarter-pipe, do a trick, gain speed and angle yourself to the opposite quarter-pipe so you can hit it and grind the rail. Good luck.



Hidden Tapes

Holy Moses, this is a far cry from the first Hidden Tape back in Woodland Hills. You'll have to climb up to the top of the dam and grind down the long rail at the end. From there, you'll have to ollie past the open space, using the two quarter-pipes to get the necessary air. You'll be confronted with a big pad of dirt. If you don't ollie onto it and take a quick right, you'll drop off one way or another. Skate straight from there and you'll have to ollie between two more quarter pipes. Next, you'll face a huge ramp. If you've got enough speed, a simple ollie should propel you the distance you need, but make sure you're holding down the Y button so you can immediately grind and grab the Hidden Tape. This one, after you've done it a couple times, isn't so tough. But until then, it's nearly impossible.



San Francisco

San Francisco is a grinder's paradise. If you want the biggest air, you'll have to do a lot of work. But, what's the difference? It's the nicest city in America. Just buck up and enjoy the ride.

BREAKING THE LAW

Alright, so this certainly pushes the envelope of illegality. But, what the heck. Finding all five police cars takes a little patience, but it won't take the whole two minutes.

The first one is right behind you. Get that one or you're not going to be able to get up that hill without a real fight. Then, go right at the bottom of Lombard street to find one that's just waiting to get ruined. Straight on from that you'll find two more helpless cop cars waiting to be smashed. The final one is a bit of a distance, but won't be a problem if you've got a good 30 seconds to kill. You'll find the fifth one by the sculpture. Nail it and you're a winner.



Scoring the Big Points in the Street

0:05



1. Smoking the Halfpipe

Scoring big in San Francisco is a difficult task. It's a great place to grind your board in half, but for big-time scoring there are few spots. One of the best is at the bottom of Lombard street (where you start), and to the left. You'll be able to bust out some special aerial moves to lift your score. If you head straight there, it's not too hard to pick up both High Score Tapes in one run.



2. Air Catastrophe

If you're up for doing a big-time spin-o-rama, there's only one place to do it in San Francisco. Climb up to the tallest building—the same way you'll have to go to get the Hidden Tape. From there, you can use the ramp and end up in a sweet, Madonna free fall. Just remember to do a quick grab and hold the Trigger button. Otherwise, all that work will go to waste.



3. Stair-ing Contest

Since the Embarcadero is one of the finest places in all of America to go grinding, it's the perfect place to go crazy. You'll find stairs and ramps and a plethora of other adventurous grind spots. Pretty much everything is grindable; just remember to do combos as often as possible for maximum points.

Spelling S-K-A-T-E

Nabbing the "K"

You'll have to back up and grind the first rail you see. Stay to the right and go slowly. At the bottom, where there's a rail, you'll have to crash through the pane of glass. Hiding inside is the letter "K."



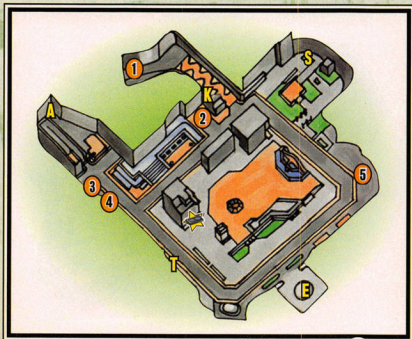
Nabbing the "T"

You'll have a tough time getting to the "T." You'll have to find the spot shown in this picture and ramp up the quarterpipe, and start a grind. Inside the glass room you'll find the "T," then you can head out through the parking garage and grind.



Nabbing the "E"

This one is a lot easier to get to than you think. Gain speed by using the halfpipe, then smash through the glass with a vengeance. Inside, you'll see a small pool. Start doing tricks and you'll grab the "E" in mid flight.



Hidden Tapes

Cruising around the Embarcadero is a lot more fun than trying to get the Hidden Tape, but it's got to be done. This one will take a big chunk of time, so start at the beginning of your run.

First, go straight from the start (though you'll have to veer to the left) until you find that strange looking artistic structure. Jump onto the back end of it and cruise along to the end. Once you're there, ollie onto the building ledge and take that to the left. Ollie onto the next building when you see a space. Turn left, then go to the right, take another right, then u-turn up the ramp and soar off. If you ollie at the right time (and this is a real pain in the bottom), you can break through the Pagoda Glass. The Hidden Tape is in the middle of it; but it might take a couple tries to claim.



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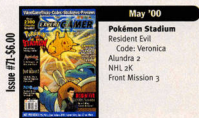
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Medieval Gear Solid? Hardly...

by Greg Sewart
greg_sewart@zd.com

Vagrant Story is one of those games that's not satisfied with chewing you up and spitting you out. Likely, it'll stand there and snicker at you, saying untoward things about your mother as you lie on the ground crying like a little girl.

To say the game is difficult would be a gross understatement. Indeed, Vagrant Story is one of the toughest, yet most satisfying games to come from Squaresoft in recent memory.

Personally, this game cost me quite a few sleepless nights and fits of frustration, but in the end it was all worthwhile. This is the first game that's actually made micro-management a lot of fun. By the end of Vagrant Story, you'll wonder how you ever enjoyed those simpler RPGs you've been playing.

A million thanks to Jason Arney. Without his help I'd probably be unemployed.

database

- time to complete 30-70 hours
- challenge Intimidating
- best weapon Schlanova
- coolest character Sydney
- best advice Master one weapon for each class

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A Note to All the Wanderers Out There

- In order to get a 100 percent map rating in Vagrant Story, you have to play through it two or more times. There are loads of Break Arts, different levels of magic spells and perhaps even some Battle Abilities that you just won't be able to attain the first time through.
- This walk-through will guide you from the beginning of the game to the end, with directions through the mazes, puzzle solutions and boss strategies. However, it will only guide you through the areas you need to traverse in order to finish the game the first time. Once that's done, it's up to you to go back and search the parts of the game you couldn't access before. We'll hold your hand through the first adventure, but we'll leave the rest for the explorer in you.
- One more thing we'd like to point out before we continue: Vagrant Story has one of the best, most twisted plots we've ever seen in a video game. Keeping that in mind, please don't read too far ahead as you use this guide. VS is much more enjoyable when the story has a chance to take its full effect.



VAGRANT STORY



Enter at Your Own Risk!

- One of the myriad of original features in Vagrant Story is the Risk Meter. As Ashley attacks, or gets attacked, his Risk Meter goes up. At first this isn't a big problem, but once Battle Abilities come into play, the Risk Meter gets really high really fast during almost every battle.
- As the Risk Meter goes up, Ashley's hit percentage will go down. You'll start to notice him "missing" a lot with his attacks. At the same time, you'll also notice that enemy attacks do a lot more damage than they normally would.
- But there is an up-side. Using the Heal spell while Ashley's Risk is high will replenish his HP more rapidly. Likewise, even though his hit percentage is low, when Ashley's attacks actually do connect, the Risk Meter will act as a damage multiplier.
- A high Risk factor is not necessarily a bad thing, but you should always keep its status in mind. A boss that always decimates you with one attack may be doing so because your Risk Meter is at 100. Bringing it down will make battles a little easier.

A Patient Warrior Always Wins

- Ashley's MP and HP recharge automatically at all times. The MP goes much faster than the HP, so it's better to cast Heal whenever it's required, since it'll max out your stats a lot faster.
- Likewise, Ashley's Risk Points will return to zero whenever he's not in Battle Mode. After every battle, it's a good idea to let everything return to normal before moving on. Vagrant Story has a nasty tendency to drop a huge boss fight or some other foul situation on you at the most inopportune moments.

Practice. Practice. Practice

- After learning your first Chain Ability, you'll find a practice dummy in the adjacent room. Take some time to practice your timing with the chain combos. It may seem boring at first, but it'll save your butt later in the game.

Variety Is the Spice of Life

- There are a group of classifications which each enemy in the game falls under (Human, Beast, Undead, Phantom, etc.), and you should concentrate on building up one weapon for each class. Every time you attack an enemy, your weapon will go up in that classification but down in others. It can get a little tedious having to switch weapons every time you come up against a different class of enemy, but in the long run it's the only way to really be successful.
- It's also a good idea to use a different type of weapon for each class of enemy. That way you stand the best chance of earning all the best Break Arts as fast as possible.

Damaged Goods

- Using a weapon automatically deletes Damage Points. As your DP get low, your weapon's effectiveness depletes. That's why you have to take advantage of the Repair command inside every workshop during the game.

Swimming in an Ocean of PP

- As if worrying about Damage Points weren't enough, every time you use your weapon it gains Power Points. As the PP level goes up, so does the weapon's effectiveness. Therefore, using the weapon a lot is a good idea—even though the DP goes down at the same time.
- Ultimately, you want a weapon to have a full DP and PP count; but that can only happen after you've used it multiple times and repaired it in a workshop at some point.



Wine Cellar

• If, somehow, you ended up dying before you reached the entrance to the "Wine Cellar," you should probably just return the game right now. Otherwise, you've survived the cool intro and are ready to get your game on.

• Vagrant Story slowly works you into the game, so for now you simply need to open whichever doors are unlocked and proceed to the next room. From "Entrance to Darkness," you want to head north. Save your game in the next room and finally go north once again to see the first cinema.

• Follow the two soldiers into the "Wine Guild Hall" and take them out. Save your game again, then take the south door to the "Wine Magnate's Chambers." From this room, it's a straight shot north with a small stopover in the "Reckoning Room," which is just to the east of the "Chamber of Fear."

• After saving your game in the "Blackmarket of Wines," go north to the "Gallows" and prepare to fight the **Minotaur**.

• Head back to the "Smokebarrel Stair" and use your shiny new Sigil to unlock the north door. Continue north until you reach the "Hero's Winehall" and **Durahan**.

Catacombs

• Save your game in the "Hall of Sworn Revenge" and keep going north until you're in the "Shrine to the Martyrs." Here you want to go east to "Lamenting Mother" and fight the **Ghost**.

• Go back out to the "Shrine to the Martyrs" and take the north door. In the "Hall of Dying Hope" there's a door to the west leading to some treasure. After raiding that room, take the door to the east of the "Hall of Dying Hope" and keep going until you reach a save point in "Withered Spring." To the north of this room is a workshop; it's a good

idea to go in there and repair or create some new weapons.

- Now start moving south. The fourth room you enter will contain two more bosses: the **Lizardmen**.
- Return to "Withered Spring" and go east.

Sanctum

• From the "Prisoner's Niche," go east to the "Corridor of the Clerics." From here, go south as far as possible. In the southeast corner of the "Shrine of the Martyrs" there's a door. Follow it through all the way to the "Hall of Sacrilege." You guessed it: another boss! The **Golem**.

• In "Advent Ground," the river's too wide to cross, so go east to the "Passage of the Refugees" and climb up to the magic platform. Return to "Advent Ground" from there and save your game before heading north to fight a **Dragon**.

• Defeating the Dragon will allow you to exit the level.

Town Center West

• Save your game on "Rue Vermillion" and go south to "Tircolas Flow." After a cinema you fight some **Soldiers**.

• Return to "Rue Vermillion" and unlock the western door to enter City Walls West. Once inside, simply keep going south until you enter the Abandoned Mines.

WINE CELLAR Minotaur

THE STRATEGY

The Minotaur isn't very tough. Just target its legs to end the fight quickly. Defeating the Minotaur will give Ashley his first Battle Ability. It's best to choose a Chain Ability and practice on the dummy in the "Blackmarket of Wines."

WINE CELLAR Durahan

THE STRATEGY

Concentrate on Durahan's abdomen. Using Degenerate magic will make the battle a little less difficult. Beating Durahan will allow you to access the Catacombs.

CATACOMBS Ghost

THE STRATEGY

By this point, you should be concentrating on using certain weapons for certain types of enemies. The Ghost is particularly weak against the Rending Gate Break Art, so use it liberally.



CATACOMBS Lizardmen

THE STRATEGY

The Lizardmen are susceptible to Spirit Surge and physical attacks on their bodies. Defeating them nets you the Lily Sigil.



SANCTUM Golem

THE STRATEGY

The Golem is weak against Spirit Surge magic; otherwise, physical attacks on his legs are the most effective. Upon defeating him return to the "Corridor of the Clerics" and head north.

SANCTUM Dragon

THE STRATEGY

Vagrant Story is ripe with Dragons. You'll find them in almost every major area. The nice thing is that, outside of different elemental affinities, you can use the same strategy to fight every one of them. Move in under its neck quickly and aim for the head. Physical attacks on the head and neck will do the most damage to the brute. Because you're under its neck, it can only do physical attacks to you, saving you the worry of its incredibly powerful breath attacks.



TOWN CENTER WEST Soldiers

THE STRATEGY

The two lackeys accompanying their captain are easy to take out with regular attacks. The captain, however, is a little more difficult. Concentrate on his head and be ready to deal with his Explosion spell. Defeating him nets you the Crimson Key.



ABANDONED MINES B1 Wyvern

THE STRATEGY

As with Dragons, you should concentrate your physical attacks on the neck or head—and the tail if you can reach it. Remember to place Ashley directly under the Wyvern's neck to avoid a lot of damage. To the victor goes the Hyacinth Sigil.



ABANDONED MINES B1 Fire Elemental

THE STRATEGY

If you have the Vile Scar Break Art, use it here. Otherwise, do everything you can to up the fire-affinity of your equipment and concentrate your attacks on the Elemental's body.

ABANDONED MINES B1 Ogre

THE STRATEGY

Vile Scar works well against this bruiser, too. Use a weapon with a high Beast class and go to town on his head for the best results.



UNDERCITY WEST Giant Crab

THE STRATEGY

This huge crustacean has tender claws. Use this knowledge to your advantage and unload with a barrage of chained attacks.

SNOWFLY FOREST Earth Dragon

THE STRATEGY

Use any items you have that raise the earth-affinity of your weapons and armor. Once that's done, the Earth Dragon will go down just the same way as all its dead cousins: multiple chain attacks to the head and neck area.

SNOWFLY FOREST Grissom/ Dark Knight

THE STRATEGY

Don't attack Sydney! Yeah, we know he's been annoying the heck out of you up until now, but leaving him alone in this battle will help Ashley. Concentrate on taking out Grissom first by using physical attacks on his body. Next, tackle the Dark Knight with physical attacks in the chest area. Sydney will cast some supporting spells during the battle, making relatively short work of the dastardly duo.

THE KEEP Rosencrantz

THE STRATEGY

Use a weapon with a high Human rating and focus on this turncoat's body and legs with your attacks. Casting Silent on him will help your cause, too.



Abandoned Mines B1

- The room to the west of the "Crossing" contains a locked chest—this is your first chance to use the Unlock spell. Once it's open, go back to the "Crossing" and head south to fight the **Wyvern**.

- Follow the road to "Earthquake's Mark." Once inside, take the east door to pick up a Fern Sigil. Now return to "Earthquake's Mark" and unlock the southern door to proceed. Continue along the path to the "Dark Tunnel," where you'll probably want to save your game. Unfortunately, you now need to head south to fight the **Fire Elemental**.

- Moving on to "Clash of the Hyaenas," stack two crates atop each other to get across the cliff. Continue on to "Traitor's Passing," where you'll face the **Ogre**.
- Defeating the Ogre opens the way to "Escapeway" and the end of the Abandoned Mines B1.

Town Center West Revisited

- Ashley emerges once more into the sunlight on "Rue Bouquet." Save your game and go west to "Seal of the Road," then south to "Rue Sant Dalsa." Once there, look for the doorway above and to Ashley's right. Enter it and make your way across "Dinas Walk."
- Once outside again, take the northern door.

Undercity West

- Follow the road to "Way of the Mother Lode." Taking the southern door leads to a new boss, the **Giant Crab**.
- "Sunless Way" features another save point. Go west to "Remembering Days of Yore," then south to "Where the Hunter Climbed." The entrance to the Snowfly Forest maze lay before you

Snowfly Forest

- The Snowfly Forest is a maze of Zelda-esque design. That is to say, there's no rhyme or reason to it. Most paths will lead you to a random room. With that in mind, from the "Faerie Circle," take the following paths:

- South
- South
- East
- East
- South

You'll find the **Earth Dragon** in "Return to the Land."

- Once that's done, follow these directions:

- South
- Follow the road
- South
- West
- South

In "Where Soft Rains Fell," a Fire Elemental rages. Take it out like you did his predecessor and continue along the path you were on.

- "Forest River" gives you the option to save and take a "Shortcut to Town?" Ignore it, grab the swig in the chest and jump across the river. Take the northern exit and follow these directions (you're near the end, my promise):

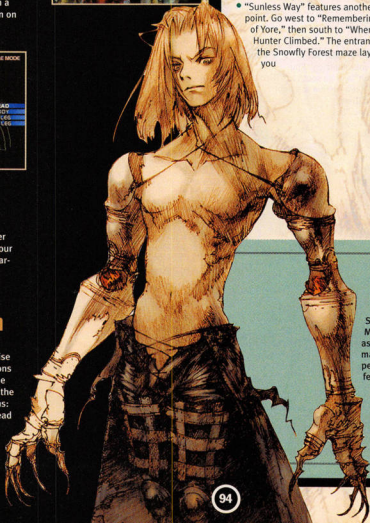
- East
- South
- Follow the road
- East
- North
- North

You'll witness Sydney and Grissom square off, which isn't all that impressive until **Grissom summons a knight**.

- After a short, disturbing talk with Sydney, Ashley should open the chest and move on to the "Wood Gate." From there, save your game and exit the level. The City Walls South are full of Lizardmen. Work your way to the "Boy's Training Room" and enter the Keep.

The Keep

- Almost every door between "Soldier's Bedding" to "Warrior's Rest" is locked with a Sigil you don't yet possess; those that aren't locked will lead to areas that



Sydney

Sydney Losstrot is the leader of the Mullenkamp Sect. Using his religious freedom as an excuse to let his followers run amok, this man possesses the unique ability to see into people's hearts and reveal to them their worst fears. But is he really the heartless immortal he seems to be? No one knows for sure. Either way, he seems to know something about the Riskbreaker Ashley Riot's past. Perhaps Sydney also possesses the ability to teach his adversaries some disturbing truths about themselves.



Rosenfutz Guildenwho?



Rosenfutz and Guildenstern are two very mysterious characters indeed. Because our readers deserve the most in-depth character study around, we here at *Expert Gamer* did a little (very little) research on this ubiquitous duo, and here's what we found:

Packet Full of Kryptonite, 1991

After first hitting the scene in *Vagrant Story*, Rosencrantz and Guildenstern scored a gig as part of an obscure reference on a B-side track of the Spin Doctor's smash hit debut album.

Rosencrantz and Guildenstern Are Dead, 1961

Popular demand and literary ingenuity brought the two guys with funny names to the Edinburgh Fringe Festival in the summer of 1961. There, they met a young playwright by the name of Tom Stoppard, who capitalize on the pair's enormous fame by writing a play about their lives with them as stars.

Rosencrantz and Guildenstern, 1891

Following the incredible success of *Rosencrantz and Guildenstern Are Dead*, Rosencrantz and Guildenstern approached W.S. Gilbert with an idea for a project. Gilbert, who had just completed *The H.M.S. Pinnacole* with his partner, Arthur Sullivan, immediately started working on what would become the team's first mainstream comedy hit.

Hamlet, 1603

Years of excess and debauchery brought this once great team to ruin. No longer able to find work, let alone headline at the world's finest theatres, Rosencrantz and Guildenstern had to rescue their dying careers. Fortunately, a little-known playwright by the name of William Shakespeare graciously offered the two a chance at redemption with a pair of very small cameo roles as the school chums of the title character, Hamlet.



you can't explore yet. Keeping that in mind, make your way directly to "Warrior's Rest" and save your game.

- There's a workshop to the east, so be sure to go and create new weapons as well as repair your old ones.
- As you open the northern door in "Warrior's Rest," **Rosencrantz** will challenge you.

Town Center South

- Head west from "Forcas Rise" to the "Valdimian Gates" in order to save your game. Then, return to "Forcas Rise" and climb up the walls to the northeast of the area to find a somewhat hidden door.
- The northern door at "Rue Faltes" leads to "Rue Morgue" and ultimately the exit of Town Center South.

Abandoned Mines B2

- Once you've made it to the "Revelation Shaft," do the following to continue: push the stone block to the floor; destroy the top wooden block on the stack; pick up the one below it and drop it across from the floating platform; now pick up another crate and lay it atop the last one. From there, simply jump to the doorway and fight the **Phantom**.

- Continue south until you reach the "Miner's End."
- Entering the "Way of Lost Children" triggers a two minute 30 second countdown. Ashley needs to make it through a whole series of rooms before the counter reaches zero. If you were reading any other magazine, this might be a problem; however, we've got the cure for what ails you.
- Go east in the "Way of Lost Children." Don't pay any attention to the enemies wandering around, just try to avoid them.
- Keep running east in "Desire's Passage."

- Cling to the northern wall and follow it around the corner to the northern door in "Senses Lost."
- "Crossing of Blood" is where things could get a tad complicated. Ignore everything in the room and go east, young man.
- "Fool's Gold, Fool's Loss" is a bit tricky. Watch the floating platform close and judge when it's closest to the cliff Ashley's stuck on. Jump down to it, then go north to the next doorway.
- As if a time limit weren't bad enough, now you need to fight the **Earth Elemental** while the clock is ticking.
- The clock continues to approach zero in "Lunatic Veins." Get through that east door ASAP!
- Alright, the clock's stopped! Too bad you have to go mountain climbing in "Bandits' Hollow." Work up to the highest point possible, grab a crossbow, destroy the pesky crate in your way and climb to the northern door.
- "Dining in Darkness" contains yet another **Dragon** to fight (there must have been a sale on these things or something).
- Going north to "Subtellurian Horrors" after your latest **Dragon** battle to exit the level.

- Lead to a workshop. Repair your weapons, return here and go through the northeast doorway.
- This level is all about save point dedication. The doorway in the north part of "Rue Fisserano" is yet another workshop (that makes four save points in five rooms). Otherwise, climb up in between the two buildings on this street and follow the alley west.
- "Shasras Hill Park" runs up behind the lake to a doorway. Open it up and descend once more into darkness.

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- Continue south until you reach the "Miner's End."
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- Keep running east in "Desire's Passage."

Return to Undercity West

- Save your game in the "Crumbling Market" and go west to "Tears from Empty Sockets." The west door leads to Town Center East.

Town Center East

- Make use of the save point at "Rue Lejour" and go north.
- There's yet another save point at the "Kesch Bridge." When you reach it, turn left and follow the bridge to the western exit.
- The western door on "Rue Crimnade"

Undercity East

- Right after passing through "Hall to a New World," you'll face another **Beast** in "Place of Free Words."
- There's no rest for the weary, though. The moment Ashley enters the next room, "Bazaar of the Bizarre," he faces a new adversary: **Lich**.
- What's even better, Ashley will learn the Teleportation spell from the Lich. Now you can travel from any save point you've at to any save point you've been to. Of course, the MP cost is a little steep.
- Now go south to "Noble Gold and Silk." The east door is locked, so the obvious alternative is the west one. In "Weapons Not Allowed," you'll find the Iron Key.
- Return to "Noble Gold and Silk" and use the Iron Key on the east door.
- Go south from "A Knight Sells His Sword" to fight the **Armor**.
- Follow the path to "Sale of the Sword." Once you pick up the Stock Sigil in here, go back to "A Knight Sells His Sword" and exit to the north.

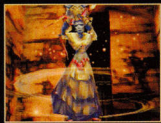
City Walls North

- Go north one room to "From Square to Knight." Unlock the west door and exit back to Town Center East.

ABANDONED MINES B2 Phantom

THE STRATEGY

This bugger likes his lightning spells. Ashley's Heal spell is your best friend; keep his HP at maximum the entire time. Aim for its legs and arms to win. The following room contains a save point.



ABANDONED MINES B2 Earth Elemental

THE STRATEGY

Physical attacks to the head and Thunderburst magic both work well against this butt-ugly antagonist. Once he's down for the count, don't waste any time heading north—that clock's still counting down.

ABANDONED MINES B2 Dragon

THE STRATEGY

Not much to say about this fight outside of the standard advice: Stand under its neck and hack away at its head with some chain combos.



UNDERCITY EAST Beast

THE STRATEGY

This thing doesn't like a sword to the neck (or any other weapon for that matter). Any tool with a high **Beast** rating should make short work of the **Beast**.



Temple of Kiltia



Puzzle One

Puzzle 1: Push crate 2 west once. Destroy crate 5. Push crate 4 five spaces south and three spaces east. Destroy crate 2. Push crate 3 one space east. Push crate 1 one space east and three spaces north. Push crate 3 one space east. Push crate 4 five spaces north. Destroy crate 3. Push crate 1 five spaces north. Push crate 4 one space west and then four spaces north. Push crate 6 one space north, then one space east, one space north, one space west, then north until you hit the wall. Climb up and enter northern door.



Puzzle Two

UNDERCITY EAST

Lich

THE STRATEGY

The Lich likes to teleport around the room a lot. You can use this to your advantage, though, since standing in one place will eventually bring the creature to you. Simply keep tapping your Attack button and eventually the Lich will end up in Ashley's range. The body is its weakest point.

UNDERCITY EAST

Armor

THE STRATEGY

This boss acts very much like the Durahan Ashley fought at the beginning of the game. Use a weapon rated high in Evil and aim for the abdomen. Once he's gone, go south again.



UNDERCITY EAST

Neesa/Tieger

THE STRATEGY

Even though Ashley's outnumbered, at this point in the game he should enjoy a distinct advantage in both speed and power against these two foolhardy souls. Especially helpful is the fact that you need only defeat one of them to end the battle. Concentrate your aggression on Tieger, particularly his arms. A few well-placed chain combos will finish him off quickly.

Town Center East

• Recognize this "Rue Lejour"? Don't get too comfortable; you've got a trip back to the depths of Undercity West ahead of you.

Back to Undercity West

- The only reason you've returned here is to find the Clematis Sigil. You won't need to fight any bosses on your latest trek through Undercity West; however, there's a nasty suit of armor itching for a fight in the "Crumbling Market"...
- Anyway, head west through a few rooms until you reach "Larder for a Lean Winter." Within is the chest containing the Clematis Sigil. Snag it and go back to Town Center East.
- From Town Center East, keep backtracking into City Walls North.

Back to City Walls North

- It's a straight shot north from here to the Undercity East area. But before you get there, you'll have to complete a fairly easy time-attack battle in "Destruction and Rebirth." You should complete it in well under 30 seconds if you have your weapon drawn before exiting "Be for Battle Prepared."
- The exit in "A Welcome Invasion" is your goal.

Undercity East

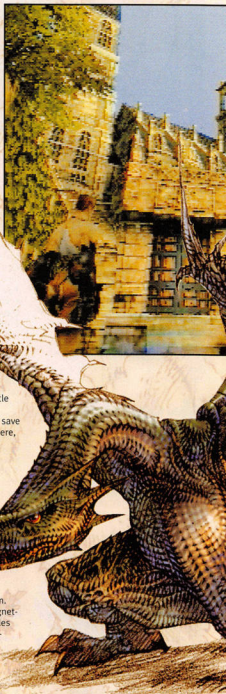
- Simply follow the path here. In "Catspaw Blackmarket," Ashley will find a chest containing the Aster Sigil. Once that simple goal is met, return to City Walls North.
- But wait, some of Grissom's comrades have discovered his body and are intent on taking out the Riskbreaker responsible for his demise.
- Once you've defeated **Neesa and Tieger**, return Ashley to Undercity West.

Limestone Quarry

- While in Undercity West, Ashley needs to head west until he reaches the "Sunless Way" crossroad. Unlock the southern door to enter the Limestone Quarry.
- Immediately upon entering "Dream of the Holy Land" (the second room), Ashley has to fight the **Water**

Elemental. Use the Aster Sigil to unlock the south door after the battle and proceed.

- The "Ore Road" contains another save point. Ashley should go east from here, and continue east through "The Air Stirs" directly to "Bonds of Friendship."
- In "Bonds of Friendship" is a chest that holds a nice collection of weapons and other goodies. Scoop 'em up, then go back to "The Air Stirs."
- Continue north through two rooms and follow the road west in the "Ore Bearers."
- In the "Dreamer's Climb," you have to jump to the island in the center of the chasm. The blocks on this platform are magnetic, so you want to stack two like-poles atop one another to create an extra-high tower. In other words, put one blue block on top of the other. Just an



Puzzle Rooms

Puzzle 2: Push stone block 3 north twice and west once. Push stone block 4 west once, north once, east once and south once. Push steel block 5 east, north and east again. Now push sliding crate 1 north and use it to jump to the platform above. Now drop into the next puzzle.

Puzzle 3: Push steel block 4 south. Push stone block 3 north once and west once. Now push steel block 5 west so it slides into stone block 3. Push sliding crate 1 north so it rests atop steel block 5, then destroy sliding crate 2. Push stone block 3 north once. Now push steel block 4 west so that it strikes stone block 3. Finally, push sliding crate 1 north once more (it should rest on steel block 4). Use this new tower to climb to the northern door. Unlock the door with the Silver Key and continue on to "Those Who Fear the Light."



FYI: The area under the red block is a Heal Panel. Anyway, climb up and go through the northern door.

- Continue north until you reach the "Timely Dew of Sleep." Once there, go west until Ashley enters the "Laborer's Bonfire."
- In this room you need to move one magnetic block to the edge of the pit and jump from it to the platform in the center of the room. Now destroy three wooden crates, climb up what's left and exit through the western door.
- In "Stone and Sulfurous Fire," a quick battle

Heartless."

- In order to complete the puzzle, do the following: Push the lower steel block north, push upper one south so that they make a stack; push the upper stone block south once and the other stone block east once then south once; push wooden crate east once, north once, and then east until it's above the stack of steel cubes; stand on the stack of steel cubes to push the wooden crate north until it reaches the edge of the cliff; and finally, push it west once and use it to jump to the door. Go through the door to the Temple of Kiltia.

Temple of Kiltia

- Going north from the "Dark Coast" to the "Hall of Prayer" will bring Ashley face to face with Durahan. He should be a pushover by now. Beat him to unlock the doors in this room and go east.
- "Those who Drink the Dark" requires you to figure out a rather perplexing block puzzle to reach the door on the north end of the room.
- Upon completing the puzzle and entering the "Chapel of Meschaunce," Ashley is faced with another **Minotaur**. Defeating it gives you the Silver Key. Now go back to the "Hall of Prayers" and take the west door.
- The "Resentful Ones" contains block puzzles 2 and 3 (see above).
- After a witnessing Rosencrantz's destiny in the "Chamber of Reason," Ashley needs to fight a **Statue**. Once it's defeated, go north to "Exit to City Center." The name of this room should be a clue to where that final door leads.

with an Earth Elemental will allow Ashley to pick up the Egout Grimoire. Now go back to "Laborer's Bonfire" and head south.

- The **Ogre Lord** will challenge you in "Torture Without End." Go south after winning the battle.
- Save your game in "Way Down," then go east to the "Excavated Hollow" to fight another Water Elemental (and grab some booty). Return to "Way Down" and go south. Following the road will bring you to a tricky jump in "Dust Shall Eat the Days." Examine the way the floating platform moves and jump to it. Now, when the platform has reached its highest point, jump for the middle of the opposite ledge. If done right, Ashley should be able to grab it and hoist himself up. The door leads to the "Hall of the Wage-Paying" and the next Dragon fight. Defeating the **Frost Dragon** opens up a block puzzle in the "Tunnel of the

LIMESTONE QUARRY Water Elemental

THE STRATEGY

Using a weapon possessing a high Phantom rating, beat on the Water Elemental's head for a while to see the best results. Destroying him nets Ashley the Avalanche Grimoire.

LIMESTONE QUARRY Ogre Lord

THE STRATEGY

The Ogre Lord won't put up much of a fight, but his tornado attack can be particularly nasty. It's a double-sided situation, though, since his body is extremely weak and susceptible to physical damage immediately after casting his spell.



LIMESTONE QUARRY Frost Dragon

THE STRATEGY

Yes, the same old tactics that worked on previous dragons will be effective with the Frost Dragon. However, by now Ashley should have earned the Reflect Damage Defense Ability. Use it during any physical attack to speed up the demise of the Frost Dragon.

TEMPLE OF KILTIA Minotaur

THE STRATEGY

Fight this brute the same way you did when you fought his cousin earlier in the game. Aim for the legs with physical attacks.

TEMPLE OF KILTIA Statue

THE STRATEGY

For one of the final bosses in the game, this thing doesn't put up much of a fight. Use a weapon with a high Human classification and pummel its legs relentlessly. Defeating it opens the path to the final area of the game.



Dragons A-Go-Go

What's the deal with Dragons? Sure, they're cool and all, and there's no more vilified creature in the history of video games, but it's like the Vagrant Story design team found a sale on them or something.

By the time you reach the end of the game, you'll have fought so many of these giant reptiles that they'll feel like random enemy encounters. There's something anticlimactic about fighting the same boss over and over again. The repetition notwithstanding, each Dragon has a unique elemental affinity (though they're all defeated easily in the exact same way). Oh well, it's not so bad. They're big and mean looking, and the VS team modeled them very well.



GREAT CATHEDRAL Marid

THE STRATEGY

Marid uses water-based attacks, so use magic to bring up the water-affinity of Ashley's armor. Concentrate on Marid's head with physical attacks using a weapon with a high Phantom classification.



GREAT CATHEDRAL Iffrit

THE STRATEGY

Any Squaresoft fan will recognize this character and know that it's particularly fond of flame attacks. That said, use a spell to raise your flame affinity and attack its head with a Phantom class weapon.



GREAT CATHEDRAL Iron Crab

THE STRATEGY

You might recognize this thing from earlier in the game. This relative of the Giant Crab is a bit stronger, but he'll fall to the same battle tactics. Equip a weapon with a high Beast rating and hack away at its claws.



Great Cathedral

- From "Plateia Lumitar" in the Town Center East, it should be obvious where you need to go. Yep, that big, ominous looking cathedral ahead is the site of the climactic battle. Enter if you dare.

- "Into Holy Battle" (quite a fitting name) has an elevator, but just like every magical platform in this final set of rooms, it needs to be activated by defeating certain boss creatures. Keeping that in mind, head down the stairs.

- You're now in the cathedral's crypt. To the north of "Struggle for the Soul," you will fight Iffrit; to the south, Marid. Go south first. Jump across the river and open the southwestern door. Once you defeat Marid, go southwest instead of returning to the previous rooms.

Following the path for a while will bring you to the first floor of a room called "Sin and Punishment." It has a save point that will be accessible during the entire time Ashley will spend in the Great Cathedral. That's a good thing to keep in mind, considering Vagrant Story likes to throw all the bosses at you in rapid succession.

- Return to "Struggle for the Soul" and take the northeast door. Ashley will be faced with Iffrit the moment he enters "Truth and Lies." After the battle, go west to "Sanity and Madness" to fight yet another boss: Iron Crab. Once it's out of the way, return to "Truth and Lies" to find out what's behind the northeastern door. The "Victor's Laurels" contains an elevator. Take it.

- You're back on the first floor of the cathedral. Rather than taking the next elevator up right away, go west from "Cracked Pleasures," through "Hieratic Recollections" and into the "Floyd Confessional." Here you'll fight Jinn for the opportunity to access a chest on this floor. Return to "Cracked Pleasures" and go up to the next floor.
- Head south from "Free from Base Desires" to "Abasement from Above." Here you have two choices: Go west to fight a new boss and continue the level, or go south to the "Convent Room." The "Convent Room" will give you a fast way back to that save point we discussed earlier in the level. Either way, you will have to return to the second floor and "Abasement from Above" at some point. When you're ready, go west.
- Enter the "Hall of Broken Vows" and



greet the Flame Dragon with the slaying device of your choice. Defeating it nets you the Calla Sigil and access to the western doorway.

- Climb the northern wall in the ruins of "He Screams for Mercy" and jump across the chasm to the northern door.

- Inside the "Maelstrom of Malice," you'll find two Undead enemies and a ghostly, Evil being. Concentrate on it first, since those two Skeletons will do little damage to our Riskbreaker, whereas the Evil creature can kill him. Once all three enemies have been destroyed, make your way back to "He Screams for Mercy" and jump to the southern door. Take the stairs to the first floor in the "Acolyte's Weakness."

- "The Monk's Leap" is very similar to the "Maelstrom of Malice," except the two Skeletons have been replaced with two Zombie Knights. Anyway, follow the same strategy as before and slay them all to get the Laurel Sigil. Return upstairs to "Acolyte's Weakness" and work your way back to the "Hall of Broken Vows."

- From here, go north to "Light and Dark Wage War." Ashley needs to pull the switch in the northwest corner of the room. To do this, follow the catwalk around the left side of the room, jumping over the broken bits, until you find the lever. Pull it and make your way to the northern door by climbing along the ledges on the east side of the room.

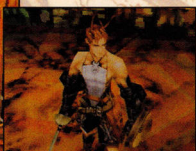
- To open the chest in "An Arrow into Darkness," push the southern cube west twice and north once. Then, push the northern block west twice, south twice and west twice. After opening the chest, take the elevator back down to the first floor.



Ashley

Ashley Riot's past is shrouded in mystery—he just doesn't know it yet. His soul is scarred by the fact that he watched the Cardinal's Blades kill his wife and son, an act that lead him to become a Riskbreaker, Vagrant Story's equivalent to Solid Snake.

Ashley's encounters with Sydney Losstarot have made him question his past. Was it really an unavoidable tragedy? Could he have saved his wife and son? Or worse yet, is it all a result of VGP brainwashing? These questions and many more about his clouded history are haunting, but yet they give him the determination to continue on.



• Where Darkness Spreads is another puzzle room. To complete it, do the following: Break one of the three crates in the pit and push either of the remaining ones north once; push the northern-most wooden crate on the upper floor west once and south once; push the

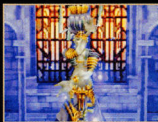
should be able to open the chest. Hop on the elevator and return to the third floor. Head on over to "Abasement from Above."

• From there, Ashley needs to go all the way down to the crypt and back up to the first floor. The room you need to get to is "Sin and Punishment" (remember that save point we talked about near the beginning of this level?). Go north.

• The floating platform in the "Poisoned Chapel" should be moving now. Ride it across the huge crack in the floor and use the Laurel Sigil to open the northern door to "A Light in the Dark."

• "A Light in the Dark" contains something special: the final Dragon. It's almost a shame the Arch Dragon will go down with barely any fight. Beating him nets Ashley the Acacia Sigil.

• Make your way back to the second floor and take the elevator up from "Free from Base Desires."



GREAT CATHEDRAL Jinn

THE STRATEGY

Jinn is a Phantom class boss with earth-affinity. What that means is that you need to be prepared to take some lightning attacks and concentrate your offense on its arms using a Phantom class weapon.

GREAT CATHEDRAL Flame Dragon

THE STRATEGY

If you don't know how to fight a Dragon at this point in the game, you simply haven't been paying attention. That's 100 demerits! Anyway, place yourself below its neck and hack away at its head with a Dragon class weapon to defeat it.

GREAT CATHEDRAL Arch Dragon

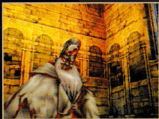
THE STRATEGY

The final Dragon in Vagrant Story really isn't any more difficult than the countless others Ashley has faced, save for the fact that it has a breath attack which will suck both HP and a massive amount of MP from our hero. However, using the old "stand under the neck, attack the head" technique will make the Arch Dragon's breath attack a moot point.

GREAT CATHEDRAL Dao

THE STRATEGY

Dao looks and acts a lot like an Earth Elemental. He uses Gaia spells mostly and is very fast. Use a Phantom class weapon, preferably one with a long range, and concentrate your attacks on his arms and head. Since he's so fast, it might be a good idea to let him cast all the spells he wants until he runs out of magic—then, you can then corner him and wait away until he falls.



GREAT CATHEDRAL Knightmare

THE STRATEGY

This guy likes flame magic. Use a Phantom class weapon and punch a hole through his chest to make short work of him.

Merlose

Callo Merlose, a VKP Inquisitor, is Ashley's partner on his mission to stop the Müllekkamp cult's illegal actions. Almost immediately, she's drawn deeper into the conflict than she ever intended to be. Through a mixture of circumstance and destiny, she becomes a major player in an epic story. She has some sort of relationship with Ashley that neither of them realize until it may be too late.

southern steel block north once and west once; push the steel block that's east of the last wooden crate you moved west once, south once and then west one more time; slide the northern-most wooden crate south once and west four times; push the southern wooden crate east three times and the steel block just above it south once and west once; push the southern wooden crate west five times and the northern steel box south once and west once; go back to the previous wooden crate, push it north once and west four times; break the wooden crate on the pile that is the furthest east and push the remaining wooden crate on the pile you've created to the west. Now you

• Go west from the "Wine-Lecher's Fall" to the "Heretics Story." Here, you'll have to navigate three very fast magical platforms to make it across to the west door. All we can say is good luck.

• "Hopes of the Idealist" contains the boss Dao. His death yields the Palm Sigil and your key to finishing Vagrant Story. Now the end is in sight.

• Go back to the "Hall of Broken Vows" on the second floor and use the Acacia Sigil to unlock the south door.

Suggested Battle Ability Chain Combos

Ashley learns so many Battle Abilities that it's hard to choose which ones to use. Here's a list of Battle Ability Chain combos that should help you in your fight to chase down Sydney and stop the Müllekkamp.

Heavy Shot, Paralysis, Raging Ache

Heavy Shot, Gain Phantom, Raging Ache

Heavy Shot, Gain Life, Gain Magic

Heavy Shot, Gain Damage, Raging Ache



Preparing for the Final Boss

- In the "Atrium" is the last chance you'll have to set up Ashley's weapons, armor and assigned abilities without being in the heat of battle. There are a few things you need to do.
- First of all, find a two-handed sword in your inventory. The Schiavona is the perfect choice if you have it. Otherwise, backtrack to a workshop and create a

two-handed sword using a strong blade and a Power Palm hilt. Doing so will give you a strong sword with space for three attached gems.

- Attack a Haerails gem and two Demonia gems to your sword. This will bring up its effectiveness against the Human and Evil classes. If you don't think you have those gems, check every

other weapon in your inventory; they may already be attached to something else. When it's all done, equip Ashley with that sword and any armor you have that's good versus Human and Evil class enemies, as well as the light-affinity type.

- The three Chain Abilities to set up would be Heavy Shot, Raging Ache and

Instill.

- Your Defense Abilities should be Ward and Shadow Guard. Reflect Damage is a decent third choice, though using it will be really risky.
- And there you have it. Ascend the stairs to the east of the Atrium and get ready for the game's obligatory climactic battle.

BOSS: Guildenstern, Battle One

- Guildenstern uses three spells almost exclusively: Last Ascension, Stun Cloud and Tarnish. The latter two Ashley can handle easily; the former you really don't want to deal with.

- Guildenstern is really fast, but not so much so that Ashley can't keep up. Stay as close to him as possible at all times,

and use your Ward ability every time he casts Stun Cloud. If you mess up, heal the paralysis Ashley suffers immediately and continue the battle. As long as you stay close and don't get paralyzed, Guildenstern shouldn't ever use Last Ascension and the fight should be fairly easy.

- Concentrate physical attacks on Guildenstern's arms. Use a combo of Heavy Shot and Instill until the damage you're doing never gets above 10 HP. Then, switch to a combo of Heavy Shot and Raging Ache to finish him off.



BOSS: Guildenstern, Final Battle

- Following a very heartfelt cinema, Ashley finds himself atop a magical platform hovering over the ruins of the Great Cathedral. Guildenstern will appear in his second, much more powerful form.

- The moment you regain control of Ashley, use a Vera Root or Vera Potion to bring his Risk down to zero. Also, cast Disenchant right away.

- Guildenstern will move very quickly—too fast for Ashley to keep up. Since he stays still for an instant, the only chance you'll have to get close is after he attacks. It's at that point where you should run in and start a Chain combo on either his body, arms or head.

- Use the same Chain combo you did when you fought Guildenstern's first form. When you get to a point where Instill is only doing around 10 points of

damage each time, start using a Heavy Shot/Raging Ache combination.

- Guildenstern will attack with magic on every turn, so that Disenchant spell you have will come in handy. After you've taken your shots at him and he moves away to recover, cast the spell again. Do this repeatedly until you beat Guildenstern or you won't survive. Something else to do constantly is use a Vera Root or Potion every time Guildenstern moves away to recover. Keep your Risk at zero as much as possible or his major attacks will kill Ashley instantly.

- Finally, replenish your MP as much as possible after each turn. Finding out you haven't enough MP to cast Heal or Disenchant could end your game very quickly.

"Truth or no, your sins are eternal!"



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What's My GB Charizard Worth?

by Cyril Wochok

cyril_wochok@zd.com

I got into the card game at the height of its popularity, and it took me months to buy, trade, beg and borrow the cards I needed to be competitive. If the Game Boy version had been around when I first discovered the glories of a good card duel, I might never have hunted down my first Booster at Target.

If you're familiar with the real card game, the virtual version will be second nature to you; if you're new to Pokémon TCG, read the manual. All the basic rules are explained in great detail. There's also a great tutorial that takes you step by step through a sample game. Don't get too frustrated if you can't seem to win at first. Keep at it. Pick-up the extra Boosters and add the good cards to your Deck. Once you start winning, you won't want to stop playing.

Thanks to www.pojjo.com for all of their help.

database

time to complete 12 hours
 challenge Moderate
 best item Bill
 best character Wigglytuff
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 also try The real thing
 system Game Boy
 publisher Nintendo
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TRADING CARD GAME

Jump Start

Extra Booster Packs - The key to this game is acquiring multiple copies of the good cards. Putting one of any card into your Deck is pointless, because the chances of drawing that card are very slim. If you don't have multiples, don't use the card. Check your mail on the computer and you'll notice that Dr. Mason attaches Booster packs to all of his e-mails. Every time you speak to Club Master—whether you fight him or not—Mason will send another e-mail, so be sure to run around and chat with the Masters in the Rock, Psychic, Fire, Fighting and Science clubs. Save your game before you open the e-mails, and if you don't pull the cards you want from the Booster, restore your save game and try again. This will get you six extra Boosters. Now hunt down Imakuni?—he'll be hanging out in one of the lounges. He's a cinch to beat and he'll give you four Boosters. You should now have enough cards to build a decent Deck.

Lots of Energy - Some Decks require more than 20 Energy Cards of one type. Each Booster has one Energy Card, but to load up quickly, battle Sam or Aaron in Mason's lab several times. Sam's duel is for two Prizes, but you have to use the practice Deck. Aaron lets you use your own Deck for four Prizes. They will each give you one Booster that contains all Energy Cards.

Card Advantage - 85 percent of the battles are for four Prizes or less. That means you can draw lots of cards with trainers and draw attacks without having to worry about "Decking" (running out of cards in your draw pile) yourself. You'll want lots of Professor Oaks and Bills in your Deck. Some of the club leaders use stall Decks designed to run you out of cards. The Gambler trainer is a good substitute for Bill and Oak in these situations. Gambler allows you to shuffle your hand back into your Deck instead of discarding it. You can then flip a coin to draw either one or eight cards. This card can really save you late in the game.

Strengths, Weakness and Resistance - Every energy type has a weakness to another type; hence every type is strong against another. A weakness means the attacking Pokémon does twice the damage to the opponent. Some Pokémon are also resistant to certain energy types. A resistance means the opponent's attack does 30 less damage. You always know what the dominant Pokémon type you're playing against is, so tailor your Deck to take advantage of strength, weakness and resistance.

Mulligan Rule - You need to draw a Basic Pokémon in your first seven cards to start the game or you have a Mulligan. The real game punishes you by letting your opponent draw two extra cards. After a few Mulligans in a row, your opponent will have a big card advantage, and at that point, your chances of winning are pretty slim. The Game Boy version does not penalize you for a Mulligan, so you can run a leaner Deck with fewer weak Basic Pokémon and more powerful Trainers and Evolutions.



Getting Card Multiples - As mentioned before, acquiring multiple copies of the best cards is the key to success. There are several ways to increase the chances of getting the cards you need.

The Legitimate Way - If you get a highly desirable card after beating a certain opponent, beating that opponent again is the easiest way to get multiples of that card. Start by replacing Sara in the Water Club. It's a quick battle with only two Prizes, and she'll give you two Coliseum Boosters that will more often than not have Scythors, Chanseys or Gyaradoses. Joseph in the Science Club is one of the only four Prize matches that will reward you with Laboratory Boosters. His flying Pokémon can be defeated with some decent Lightning types. The Laboratory Boosters contain L31 Magnars, Mr. Mimes, L17 Gastlys and Haunters, and the highly desirable Super Energy Removal.

The Cheating Way - So you've played every Club Member 20 times, and you still can't pull a Clefable to trade with Ishihara? Sure, your friend's got one, but he's not willing to part with it, and you're still stuck. Well, now there is a way to trade a card and still keep it. InterAct makes a device that stores up to 100 game saves for the Game Boy. That means your friend can save his game to the Mega Memory Card, trade you the Clefable and then restore the game save where the Clefable still existed. By doing this over and over, you can get the multiples that you need.





If You Can't Join the Clubs... Beat Them

Here's an overview of the Club Members' strengths and weaknesses. Once you get the hang of the Deck modifying menus, you can quickly tailor your deck to defeat just about anyone.

Grass Club

Counter With: Fire

Our favorite Fire Pokémon are the L31 Magmar, Ponyta, Rapidash and Arcanine. All are easy pulls from Colosseum, Laboratory and Evolution packs.

Brittany

Prizes: 4
Boosters Won: **Mystery**
Main Weapon: **Nidorans**

Heather

Prizes: 4
Boosters Won: **Colosseum**
Main Weapon: **Eevee Evolutions**

Kristin

Prizes: 4
Boosters Won: **Evolution**
Main Weapon: **Stage 2 Grass**



Nikki

Prizes: 6
Boosters Won: **Laboratory**

Nikki's Deck

- 18 Grass Energy
- 4 Psychic Energy
- 4 Bulbasaur L13
- 3 Iysaur L20
- 2 Venusaur L62
- 4 Oddish L8
- 3 Gloom L22
- 2 Vileplume L35
- 4 Exeggute L14
- 3 Exeggutor L35
- 2 Professor Oak
- 3 Bill
- 2 Pokémon Breeder
- 2 Energy Retrieval
- 2 Switch
- 2 Potion

CLUB MASTER



Rock Club

Counter With: Grass/Water

Scythers are by far the best Grass Pokémon. They are resistant to Fighting, and have a Colorless attack. Play Sara in the Water Club to get multiples of Scyther.

Matthew

Prizes: 4
Boosters Won: **Mystery**
Main Weapon: **Onix**

Andrew

Prizes: 4
Boosters Won: **Colosseum**
Main Weapon: **Rapidash**

Ryan

Prizes: 3
Boosters Won: **Evolution**
Main Weapon: **Hitmonchan**



Gene

Prizes: 6
Boosters Won: **Mystery**

Gene's Deck

- 24 Fire Energy
- 2 Double Colorless Energy
- 4 Diglett L8
- 2 Dugtrio L36
- 4 Geodude L16
- 3 Graveler L29
- 2 Golem L36
- 3 Onix L12
- 3 Rhyhorn L18
- 2 Professor Oak
- 1 Pokémon Breeder
- 2 Energy Removal
- 2 Switch
- 1 Computer Search
- 2 Defender
- 2 Potion
- 1 Super Potion

CLUB MASTER

Water Club

Counter With: Lightning/Fighting

Battle the members in the order outlined below to get Amy's attention. Her Deck has some weak Evolutions, so she's not too hard to beat.

1. Amanda

Prizes: 3
Boosters Won: **Evolution**
Main Weapon: **Wigglytuff**

2. Sara

Prizes: 2
Boosters Won: **Colosseum**
Main Weapon: **Energy Removal**

3. Joshua

Prizes: 4
Boosters Won: **Mystery**
Main Weapons: **Dewgong, Lapras**



4. Amy

Prizes: 6
Boosters Won: **Laboratory**

Amy's Deck

- 24 Water Energy
- 4 Squirtle L8
- 3 Wartortle L22
- 2 Blastoise L52
- 3 Horsea L19
- 2 Seadra L23
- 4 Golden L12
- 3 Seaking L28
- 2 Lapras L32
- 2 Professor Oak
- 1 Pokémon Breeder
- 1 Energy Retrieval
- 1 Super Energy Retrieval
- 2 Energy Removal
- 1 Super Energy Removal
- 2 Switch
- 2 Potion
- 1 Gambler

CLUB MASTER

Fire Club

Counter With: Water/Fighting

You must have at least three Medals to fight the Club Members. Use heavy-hitting Pokémon like Dewgong and Kadabra to beat Ken's Colorless Pokémon.

John

Prizes: 4
Boosters Won: **Evolution**
Main Weapon: **Arcanine, Tauros**

Adam

Prizes: 4
Boosters Won: **Colosseum**
Main Weapon: **Lots of Energy**

Jonathan

Prizes: 4
Boosters Won: **Colosseum**
Main Weapons: **Ninetales**



Ken

Prizes: 6
Boosters Won: **Mystery**

Ken's Deck

- 21 Fire Energy
- 4 Double Colorless Energy
- 4 Growlithe L18
- 3 Arcanine L45
- 2 Magmar L24
- 3 Jigglypuff L12
- 1 Jigglypuff L14
- 1 Wigglytuff L36
- 2 Chansey L55
- 2 Tauros L32
- 1 Professor Oak
- 2 Bill
- 2 Energy Retrieval
- 1 Pokéball
- 1 Computer Search
- 2 Defender
- 3 Potion
- 1 Full Heal
- 1 Gambler
- 3 Recycle

CLUB MASTER



Lightning Club

Counter With: Fighting/Colorless

Stick with Machop and Hitmonchan to defeat Lightning. Each can do 20 damage with one Energy. Add Colorless Pokémon to handle the Lightning flyers.

Jennifer

Prizes: 4
Boosters Won: **Mystery**
Main Weapon: **Pikachu**

Brandon

Prizes: 4
Boosters Won: **Colosseum**
Main Weapon: **Electabuzz, Zapdos**

Nicholas

Prizes: 4
Boosters Won: **Colosseum**
Main Weapon: **Selfdestruct**



Isaac

Prizes: 6
Boosters Won: **Mystery**

Isaac's Deck

- 24 Lightning Energy
- 2 Double Colorless Energy
- 4 Magmetite L13
- 3 Magratorn L28
- 4 Voltorb L10
- 2 Electrode L35
- 4 Electabuzz L35
- 2 Kangaskhan L40
- 1 Tauros L32
- 1 Professor Oak
- 2 Bill
- 2 Switch
- 4 Defender
- 1 Gust of Wind
- 4 Potion

CLUB MASTER

Watch out for Electabuzz. Use Gusts and Hitmonchan's Special Punch for victory.

Science Club

Counter With: Psychic/Lighting
This club features Poison/Grass type Pokémon. These types are weak to Psychic, not Fire. You must first defeat Joseph to challenge Rick for the Medal.

Erk

Prizes: 4
Boosters Won: Evolution
Main Weapon: Poison

David

Prizes: 4
Boosters Won: Mystery
Main Weapon: Nidoking

Joseph

Prizes: 4
Boosters Won: Laboratory
Main Weapon: Flying

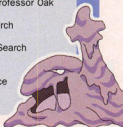


Rick
Prizes: 6
Boosters Won: Laboratory

Rick's Deck

- 15 Grass Energy
- 8 Psychic Energy
- 4 Grimer L17
- 3 Muk L34
- 4 Koffing L13
- 3 Weezing L24
- 2 Mewtwo L53
- 2 Mewtwo L60
- 2 Porygon L12
- 2 Professor Oak
- 1 Imposer Professor Oak
- 2 Bill
- 2 Energy Search
- 2 Switch
- 2 Computer Search
- 2 PokéDex
- 2 Full Heal
- 2 Maintenance

CLUB MASTER



Fighting Club

Counter With: Psychic/Colorless
Talk to Mitch, then go find the other members. Michael is in the Grass Club. Chris is in the Rock Club and Jessica is hanging in the Fire Club. Use Psychics like L17 Gastly, L17 Haunter and Jynx.

Michael

Prizes: 4
Boosters Won: Colosseum
Main Weapon: Haymaker Deck

Chris

Prizes: 4
Boosters Won: Evolution
Main Weapon: Psychic Resistance

Jessica

Prizes: 4
Boosters Won: Mystery
Main Weapon: Machop

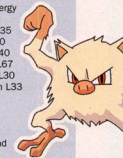


Mitch
Prizes: 6
Boosters Won: Mystery

Mitch's Deck

- 25 Fighting Energy
- 4 Mankey L7
- 1 Primeape L35
- 4 Machop L20
- 3 Machoke L40
- 2 Machop L67
- 4 Hitmonlee L30
- 2 Hitmonchan L33
- 4 Bill
- 2 Switch
- 2 Plus Power
- 2 Defender
- 3 Gust of Wind

CLUB MASTER



Resistance does not work on the bench. Watch out for Hitmonlee's Stretch Kick—it can faint Ghosts with ease.

Psychic Club

Counter With: Psychic/Colorless
You must collect four Medals before Murray will talk to you. Use Ghost types like Gastly, Haunter and Gengar. Add Colorless Pokémon for some Psychic resistance.

Robert

Prizes: 4
Boosters Won: Evolution
Main Weapon: LB Gastly

Stephanie

Prizes: 4
Boosters Won: Laboratory
Main Weapon: Mew

Daniel

Prizes: 4
Boosters Won: Evolution
Main Weapon: Sleep



Murray
Prizes: 6
Boosters Won: Laboratory

Murray's Deck

- 22 Psychic Energy
- 4 Abra L10
- 3 Kadabra L38
- 2 Alakazam L42
- 2 Mr. Mime L28
- 3 Chansey L55
- 3 Kangaskhan L40
- 2 Snorlax L20
- 2 Professor Oak
- 3 Energy Removal
- 4 Switch
- 2 Pokémon Center
- 4 Scoop Up
- 3 Gust of Wind
- 1 Gambler

CLUB MASTER

Counter this good Damage Swap Deck with Gusts and strong Fighting types.

Pokémon Dome

With all eight Medals, you'll be allowed to enter the Pokémon Dome. The Grand Masters and Donald are waiting to battle you for the four Legendary Pokémon cards. You are allowed to change and modify Decks between rounds, but if you lose a round, you'll be sent back outside and you'll have to start over. Look for helpful e-mails and Boosters from Dr. Mason on the computer in the hall.

Courtney

Deck Type: Fire
Main Weapon: Moltres L37
Counter With: Water

Most of Courtney's cards have high energy requirements, so build your hand up early with Oaks and Bills. Try Mr. Mime late in the game. His Pokémon power, "Invisible Wall," prevents any attack that does 30 or more damage.

- 25 Fire Energy
- 4 Vulpix L11
- 3 Ninetales L35
- 4 Growlithe L18
- 2 Arcanine L45
- 2 Magmar L24
- 2 Magmar L31
- 2 Moltres L35
- 2 Moltres L37
- 3 Bill
- 2 Lass
- 1 Pokémon Trader
- 1 Energy Retrieval
- 1 Super Energy Retrieval
- 2 Energy Removal
- 2 Switch
- 1 Potion
- 1 Super Potion

Steve

Deck Type: Lightning
Main Weapon: Zapdos L68
Counter With: Fighting

Steve's L68 Zapdos randomly attacks both players' active or benched Pokémon (it cannot attack itself). Try to keep only one Pokémon on your bench—this should increase the chances of Zapdos attacking Steve's Pokémon.

- 25 Lightning Energy
- 4 Voltorb L10
- 3 Electrode L35
- 4 Electabuzz L35
- 3 Eevee L12
- 2 Jolteon L29
- 1 Zapdos L40
- 1 Zapdos L64
- 2 Zapdos L68
- 4 Bill
- 2 Energy Retrieval
- 2 Switch
- 3 Plus Power
- 3 Potion
- 1 Gambler

Jack

Deck Type: Water
Main Weapon: Articuno L37
Counter With: Lightning/Fighting

Jack's Articuno can paralyze your active Pokémon when it's out on the bench. Jack uses Scoop Ups to use Articuno's power again and again. Hitmonchan and Electabuzz are your best bets here.

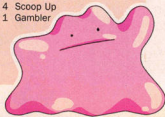
- 25 Water Energy
- 4 Seel L12
- 3 Dewgong L42
- 4 Lapras L31
- 2 Articuno L35
- 2 Articuno L37
- 3 Chansey L55
- 2 Ditto L19
- 2 Professor Oak
- 2 Pokémon Trader
- 3 Energy Retrieval
- 3 Switch
- 4 Scoop Up
- 1 Gambler

Rod

Deck Type: Water/Colorless
Main Weapon: Dragons
Counter With: Fighting/Lighting

Rod's Stage 2 cards are very powerful, but the Basic and Stage 1 cards are weak. Get them before they evolve with Hitmonchan and Electabuzz. Gust out any Pokémon being built up on the bench.

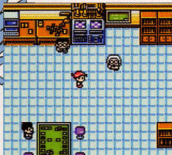
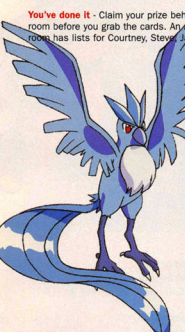
- 20 Water Energy
- 4 Double Colorless Energy
- 3 Charmander L10
- 2 Charmeleon L32
- 2 Charizard L76
- 3 Magikarp L8
- 2 Gyarados L41
- 2 Lapras L31
- 2 Kangaskhan L40
- 4 Dratini L10
- 3 Dragonair L33
- 2 Dragonite L41
- 2 Professor Oak
- 2 Pokémon Trader
- 2 Pokémon Breeder
- 1 Energy Retrieval
- 1 Super Energy Retrieval
- 2 Switch
- 1 Gambler



Ronald

It's not over yet. Ronald has already beaten the Masters and obtained the Legendary Cards. You must beat him to prove you are worthy. His Deck uses all the Legendary Cards and lots of Scoop Ups to take advantage of their special abilities when they are put into play. He'll try to stall with Kangaskhan, but a good fighter like Hitmonchan can take him out with ease. Gust out any Pokémon being built up on the bench. Don't get too scared if your Deck has a slow start. The first time we played him, he Decked himself with a Kangaskhan when we thought he had the game in the bag.

You've done it - Claim your prize behind the tournament table. Explore the room before you grab the cards. An Autodeck machine in the back of the room has lists for Courtney, Steve, Jack and Rod's Decks.



Check back in Dr. Mason's lab. A Challenge Machine now sits behind him. See how many games you can win in a row with one Deck against random opponents.



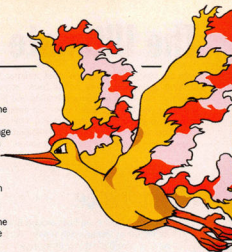
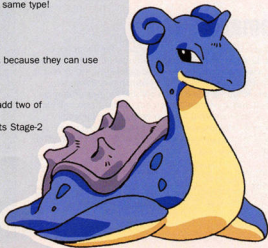
If you missed any promo cards, the Challenge Cup is still being held at random intervals. Try battling a few Club Members, then check back. If the music changes when you go in the door, a Challenge Cup is in progress.



Deck Building Tips

Once you win a Medal and put it in the correct Autodeck machine, the members' Deck lists from that club become available. The Autodeck machines will automatically build the Deck you choose if you have the right cards. Half the fun of the game is inventing new Decks and trying them out against the club members and your friends. Here's a list of basic Deck building tips to get you started. Make sure you have 60 cards in your Deck when you're done.

- Choose two types of Pokémon**
 - Don't pick two that are weak against the same type!
- Choose four different Basic Pokémon**
 - Add four copies of each
 - Make sure two of them can evolve
 - Use some Colorless Pokémon if you like, because they can use any energy type
- Choose five Evolution Pokémon**
 - Pick two Basics you want to evolve and add two of their Stage 1 forms
 - Then pick one of the Stage 1s and add its Stage-2
- Choose 11 Trainer cards**
 - Typical Trainer mix:
 - 2 Professor Oaks
 - 4 Bills
 - 3 Energy Removal
 - 2 Computer Search
- Choose 28 Energy Cards**
 - 14 in each type of Pokémon you use



Top 10 Cards



#10

L31 Magmar

Your opponent can't attack you, then he's poisoned for two Energy. Our favorite Fire Pokémon.



#9

L60 Mewtwo

Energy Absorption removes the threat of Energy Removal Trainers and Psyburn kicks.



#8

Alakazam

Damage Swapping annoys the heck out of any opponent. Can a computer get annoyed?



#7

Kangaskhan

Fetch gives you the card advantage you need, and his 90 hit points keep him out there for a long time.



#6

Lapras

He ruled our Rain Dance Deck. Can attack on turn one and confuse on turn two. Lays down 30 on turn three.

Top 10 Cards



#5

Blastoise

The best Pokémon Power in the game, and a great attacker. Get four quick.



#4

Hitmonchan

The anchor of the Haymaker Deck. He's fast and powerful—just like his namesake, Jackie Chan.



#3

Electabuzz

Tears up Rain Dance Decks with Paralysis and possible 40 damage per turn if you're lucky.



#2

Scyther

No retreat cost, 70 hit points and a Colorless attack that does 30 on turn two. 'Nuff said.



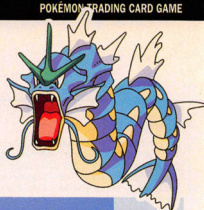
#1

Wigglytuff

Load up your bench and Wigglytuff will do 60 damage; add a PlusPower and he'll knock out just about anyone.

The Ultimate Decks

Here are four examples of the most common Deck archetypes used to win real card tournaments. All the Decks require multiple copies of rare Pokémon and Trainers, so keep trading and playing until you get what you need. Any one of these Decks can destroy just about anything the game or your friends can throw at you. Many variations of these Decks exist. You can find them on most Pokémon TCG web sites and magazines. Don't be afraid to experiment yourself.



Rain Dance

"Rain Dance" Decks are built around Blastoise's Rain Dance Pokémon Power which reads: "As often as you like during your turn (before you attack), you may attach one Water Energy to one of your Water Pokémon. (This doesn't use up your one Energy Card attachment for the turn). This power can't be used if Blastoise is Asleep, Confused or Paralyzed." Rain Dance is recognized as one of the strongest Pokémon Powers in the game, and the goal is to take advantage of it by attaching a whole lot of Water Energy to a powerful Pokémon all at one time. Blastoise does not have to be active for the Pokémon power to work, so put him on your bench and let him do his thing.

Playing Rain Dance - This is a fun Deck to play, but it can be really frustrating if you get stuck in neutral. If you don't get Blastoise going early, try to stall with Lapras and Articuno. Try to keep a Squirtle in your hand until you get Blastoise.

- 20 Water Energy
- 4 Squirtle L8
- 4 Blastoise L52
- 3 Lapras L31
- 3 Articuno L35
- 3 Magikarp L8
- 2 Gyarados L41
- 4 Bill
- 3 Professor Oak
- 3 Computer Search
- 1 Item Finder
- 3 Gust of Wind
- 4 Pokémon Breeder
- 3 Energy Retrieval

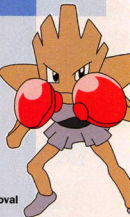


Haymaker

This Deck and its variations are played by many in the tournament scene. It's all about speed and power. It consists of low-energy, fast-hitting Pokémon that can deal damage quickly. Because you're only running 12 monsters, there's a good chance of a Mulligan. But since you're not penalized for Mulligans in the Game Boy game, this is not a concern. Scyther, with its fighting resistance, will help you counter other Haymaker Decks.

Playing Haymaker - The Trainers in this Deck will help make it even faster. Gust of Wind and Energy Removal keep the big threats at bay. PlusPower can unexpectedly take out a Pokémon that seems out of reach. Be careful not to Deck yourself when playing against "Stall" Decks.

- 10 Fighting Energy
- 9 Lightning Energy
- 4 Double Colorless Energy
- 4 Hitmonchan L33
- 4 Electabuzz L35
- 4 Scyther L25
- 3 Professor Oak
- 3 Bill
- 4 PlusPower
- 4 Energy Removal
- 4 Super Energy Removal
- 3 Gust of Wind
- 2 Item Finder
- 2 Scoop Up



Damage Swap

"Damage Swap" Decks use Alakazam's Pokémon Power, which lets you move damage to another Pokémon as often as you want so long as you do so before you attack and the result doesn't knock that Pokémon out. Pokémon Center, Scoop Up and Potions are used to heal your monsters. If Alakazam gets Gusted out, Switch helps pull him back so you can avoid his high retreat cost. Imposter Professor Oak makes your opponent draw more cards. More often than not, you will win by making your opponent "Deck" himself.

Playing Damage Swap - Transfer all the damage to Chansey and then remove it with Scoop Up, Pokémon Centers and Potions. Use Mr. Mine to handle the heavy hitters and Scyther to counter Haymaker Decks.

- 19 Psychic Energy
- 4 Abra L10
- 3 Kadabra L38
- 3 Alakazam L42
- 3 Mr. Mime L28
- 3 Chansey L55
- 3 Scyther L25
- 2 Item Finder
- 2 Gust of Wind
- 4 Potion
- 4 Pokémon Center
- 3 Imposter Professor Oak
- 4 Scoop Up
- 3 Switch



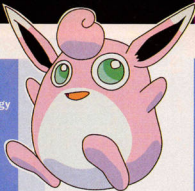


Do the Wave

This Deck can defeat just about any Deck. Wigglytuff's big attack can do 60 damage if your bench is full, and it helped us defeat most Club Members. Jigglypuff is great at stalling with Lullaby and his 60 hit points, plus he's a good attacker. Scyther and Electabuzz are here for quick, powerful attacks. Lots of card drawing is important here, and plenty of luck helps.

Playing Do the Wave - Attack quickly with Electabuzz and Scyther. Stall with Energy Removals until you get your Wigglytuff ready, then load up your bench and go.

- 4 Grass Energy
- 21 Lightning Energy
- 4 Double Colorless Energy
- 4 Jigglypuff
- 4 Wigglytuff
- 3 Scyther
- 3 Electabuzz
- 4 Bill
- 4 Energy removal
- 2 Energy search
- 2 Super Energy Removal
- 2 Gust of Wind
- 2 Potion
- 4 PlusPower
- 1 Computer Search



Mew L15 50 HP

Mysterious Power causes the defending Pokémon to receive randomly selected effects and amounts of damage. Sometimes this attack does nothing.



Retreat Cost: N/A
Weakness: Psychic

Top 5 Trainers



#5 Super Energy Removal

Can ruin your opponent's strategy, along with his hopes of winning the game.



#4 Computer Search

Finds the exact card you need, when you need it.



#3 Gust of Wind

It's like a free prize card. Gust freed Pokémon out for the kill.



#2 Professor Oak

If played correctly, this can turn a game around and win it for you; otherwise, look forward to lots of Decking.



#1 Bill

Card advantage, card advantage, card advantage with no discarding.

GB Only

These cards only exist on the Game Boy. Most can be obtained through normal gameplay, but Card Pop is the only way to get L15 Mew. Be sure to "Pop" with everyone you know.

Articulo L37 100 HP

QuickMove has a chance of Paralyzing your opponent when it's put on the bench. **Ice Breath** does 40 damage to one of your opponent's randomly chosen Pokémon.



Retreat Cost: 2
Weakness: N/A

Zapdos L68 100 HP

Pral of Thunder does 30 damage to a randomly chosen Pokémon when Zapdos is put on the bench. **Big Thunder** does 70 damage to a randomly chosen Pokémon.



Retreat Cost: 2
Weakness: N/A

Moltres L37 100 HP

Fireheat puts 1 to 4 Fire Energy cards from your Deck into your hand when Moltres is put on the bench. **Fire Bomb** does 70 damage for a head, nothing for tails.



Retreat Cost: 2
Weakness: N/A

Dragonite L41 100 HP

Healing Wind removes two damage counters from each of your Pokémon when Dragonite is put on the bench. **Slam** does 30x the number of heads from two coin flips.



Retreat Cost: 2
Weakness: N/A

Tangela L12 50 HP

Stun Spore costs one Grass Energy and does 10 damage with a chance of paralysis. **Poison Whip** does 10 damage, costs two Grass and a Colorless, but will always poison.



Retreat Cost: 2
Weakness: Fire

Meowth L14 50 HP

Cat Punch does 20 damage to one of your opponent's randomly chosen Pokémon for two Colorless Energy.



Retreat Cost: 1
Weakness: Fighting

Vaporeon L29 60 HP

All Colorless attacks similar to Scyther. **Focus Energy** doubles Bite attack on the next turn. **Bite** does 30 for three Colorless Energy.



Retreat Cost: 1
Weakness: Lightning

Jolteon L24 60 HP

Flip two coins. **Double Kick** does 20 times the number of heads. **Stun Needle** does 30 with a chance of paralysis for four Colorless Energy.



Retreat Cost: 1
Weakness: Fighting

Magnemite L13 40 HP

Tackle does 10 damage for one Lightning. **Magnetic Storm** removes all Energy cards from your Pokémon and randomly retreats them all.



Retreat Cost: 1
Weakness: Fighting

Marowak L32 70 HP

Bone Attack does 10 with no chance for no opponent attack on the next turn for one Fighting and one Colorless. **Wall** makes each player fill their bench with Pokémon.



Retreat Cost: 2
Weakness: Grass

Ditto L19 50 HP

Pound does 10 damage for one Colorless. For three Colorless, **Magic** removes all damage from Ditto and replaces Ditto with a Pokémon chosen at random from the Deck.



Retreat Cost: 1
Weakness: Fighting

Flareon L22 60 HP

Bite does 30 for three Colorless. **Rage** does 10 damage plus 10 more for each damage counter on Flareon for three Colorless Energy.



Retreat Cost: 1
Weakness: Water

Ninetales L35 50 HP

Mix-Up makes your opponent shuffle the Pokémon in his hand into his Deck and draws the same number of random Pokémon. **Flaming Embury** does 20x the number of heads from 2 coin flips.



Retreat Cost: 1
Weakness: Water

Jigglypuff L13 50 HP

Friendship Song puts a random Pokémon from your Deck on your bench for one Energy. **Expand** reduces your opponent's next attack by 10 for two Colorless Energy.



Retreat Cost: 1
Weakness: Fighting

Electrode L35 70 HP

Sonicboom does 30 damage with no weakness or resistance applied. **Energy Spika** lets you search your Deck for one Energy card and attach it to one of your Pokémon.



Retreat Cost: 1
Weakness: Fighting

Pidgeot L38 80 HP

For three Colorless, **Slicing Wind** does 30 damage to an opponent's random Pokémon. **Cale** switches each player's active Pokémon with a randomly benched one.



Retreat Cost: 1
Weakness: Lightning



GoldenEye II? Yeah, Times 100

by Mark Hain
mhain@mvp-media.com

OK, so everyone knows that Perfect Dark, while not a sequel per se, is Rare's newest version of the smash hit GoldenEye. Well, after several (and we do mean several) delays, the game is finally coming out.

Was it worth the wait? For the most part, the answer is a resounding "Hell yeah!" This game has anything and everything you'd want in a first person shooter. It has 60+ weapons (that's including all the guns from GoldenEye, which you have to unlock), computer controlled bots, an engrossing storyline and tons of different multiplayer modes.

So where does it fall short? Well, let's just say that the visuals, while a technical marvel on the N64, don't have the same impact as GoldenEye's graphics did. Frame rates also become an issue at times. Still, it's fun as hell and that's all that counts in the end.

database

time to complete Entire Game...?

Forever

challenge Easy to ultra-hard

best weapon Farsight

best advice Buy this game

best character Elvis Lives!!!

also try Wolfenstein 3D

system N64

publisher Nintendo

developer Rare

www.perfectdark.com

PERFECT DARK™



The Perfect Strategy

Perfect Dark plays a lot like GoldenEye. In fact, sometimes the only way you can tell one game from the other is by checking out the new environments. All of the same control settings are there, from Turok controls to moving with the Analog Stick and using two Controllers, so you really just need to learn how to take advantage of Perfect Dark's new toys and abilities.

The differences between Perfect Dark and GoldenEye are minor but game-enhancing. Imagine, for example, not having to worry about picking off someone on a lower level. Instead of sniping from above, the game now allows you to drop down "holes" between levels so you can do the dirty deed in person. Also, there are other new things like the ability to choose among three stances (duck, crouch or crawl), and the ability to move objects by running into them.

Once you've had the chance to play around a little, you will want to spend some time in the "Holodeck" or **HoloTraining Room**. For those of you not familiar with Star Trek, well...shame on you. The HoloTraining Room is a combat simulator. It's in a special room with a checkerboard pattern along the floor and walls that turns into different practice fighting environments. You can set up enemies to attack you in various ways, or you can try out the different pre-set scenarios. There are also special modes for just this room that you can unlock in the regular game. If you've played GoldenEye or Turok, though, move to the front of the class—you don't need to be here. If you haven't had a chance to play these games, on the other hand, you should definitely use this room to your advantage.

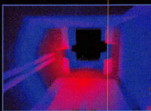


Training

The training area, located deep inside the Carrington Institute, has you destroying various targets with several different weapons. There are three difficulty levels for each weapon—just like in the actual game. Each level of difficulty becomes increasingly impossible. Although you might think otherwise as first, you'll change your mind after you've had to try to do something 1,000 times. You can only use the weapons you find in the game, though, so don't think you'll get a sneak peek here.



The Perfect Items



- **Night Vision Goggles**
Sees in perfect darkness
- **Infra Red Goggles**
Sees heat signatures
- **X-Ray Goggles**
Sees through walls
- **CamSpy**
Mobile robot that takes pictures
- **DrugSpy**
Tranquilizer-using mobile robot
- **Horizon Scanner**
Heavy zoom binoculars
- **Armor**
Nullifies damage
- **Data Uplink**
Hacks important computers

In the Items department, Perfect Dark clearly wins out over its predecessor. Whereas in GoldenEye you only had armor and the occasional computer uplink, this game features several different items, many of which are necessary for completing your missions.

Apart from the Armor and Data Uplink, the items in Perfect Dark fall into two categories: sight enhancing, and mobile robots. The best thing about these items is thinking of new ways to take advantage of them.

Try shooting out the lights in an area and using the Night Vision Goggles to pick off the blind chunks inside, or equip the X-Ray Goggles to see through a wall so you can find out where those annoying campers players are cowering (about time!). The mobile robots let you scout out dangerous areas without putting yourself in harm's way, so use the CamSpy to take pictures (necessary for some missions) and let the DrugSpy sedate enemies with its tranquilizers.

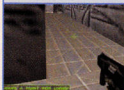




The Perfect Modes

Pop a Cap Mode

One of the coolest multiplayer modes in the game, this mode has you playing as either the hunter or the victim. If you are the hunter, you, well, hunt the victim. As the victim, you can go after the hunter, but your objective is to stay alive. The hunter gets points for kills and the victim gets points for kills and having stayed alive.



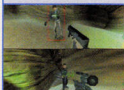
Briefcase Mode

This multiplayer mode is exactly like a game of capture the flag. Whoever picks up the briefcase has to get it to a special location. If the other players kill the player holding the briefcase, the case drops to the floor—whichever picks it up the case starts the game again. This mode is most fun when played with more than two players.



Counter Operative

Counter Operative is a very cool twist on the cooperative style of play. One player goes through the mission like normal while the counter operative tries to stop him. As counter operative, you have a lot of options. Instead of just killing your opponent, you might destroy an important item (such as a computer) necessary to beat the level.



King of the Hill

This mode features a variety of multiplayer options. Basically, whoever finds the "hill" (an all-green area within the level) first, is king. It is then up to the other team to take over the area by killing whoever is there. This can be very difficult because the area changes every few minutes. Points are added up at the end and a winner is decided.



Solo Missions

This is what you think it is: the one-player game. This part of the game is probably four times the size of GoldenEye. There are nine missions total, several of which have two or three parts to them. Along the way, you'll even meet an alien friend named Elvis!

VS Mode

VS Mode is a multiplayer mode that lets you play with as few as two or as many as four opponents. Unlike GoldenEye, Rare made the levels more friendly for multiplayer, which means you won't just be playing in 1/10 size versions of the Solo Mission levels.

Scenarios

Set up to 12 players on the level at once (four human players and eight computer controlled Simulants). The Simulants range from EasySims to stealthing PredatorSims, so there's quite a variety. You can even set up the weapons you want in the weapon sets!

Challenges

There are about 30 different Challenges that mimic multi-player modes such as Briefcase and King of the Hill. You can play by yourself, or with up to four players. Basically, the Challenges are there so you can release cheats without having to play the Solo Missions.

The Perfect Secrets

One thing we won't touch on too much is the insane amount of secret stuff that you can unlock in this game. Besides all of the GoldenEye weapons, there are HaloTraining modes and special in-game additions like Invincibility,

All Weapons, All Guns, etc. Also, certain modes that were locked in GoldenEye, such as Paintball (where all of your shots leave paint splashes on the walls), are automatically open in Perfect Dark.



The Perfect Weapons



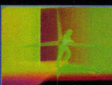
RC-P220
120 shot clip
Machine Gun
Secondary:
Cloaking
Device

Although this is an excellent machine gun, its secondary power is what makes it really cool. Basically, you use the bullets as fuel to power a cloaking device.



Laptop Gun:
50 shot clip
Machine Gun
Secondary:
Sentry Gun

Another very fast firing machine gun with an even better secondary power! Throw the gun and it will turn into an auto firing sentry!



Farsight XR-20:
Railgun Effect
Machine Gun
Secondary:
Target Locator

Yet another machine gun. Farsight is a gun that allows you to see—and shoot—through walls! This works pretty much the same as the X-Ray goggles.



CMP560:
32 shot clip
Sub-Machine Gun
Secondary:
follow lock on

A normal machine gun, but the secondary lets you lock on to up to four targets!

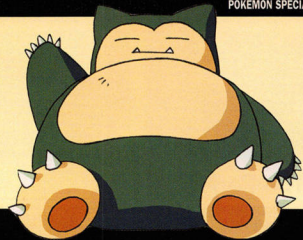
Perfect Dark has 40+ all-new weapons, all of which have secondary functions that can change them into some of those weapons! We listed some of these weapons above, but here is a list of some other things you can look forward to.

A threat locator that shows a red box over anything—item or weapon—that might hurt you (no more "Is that a mine?" "BOOM!" "Guess it was" scenarios); a proximity self-destruct that overloads the weapon and turns it into a bomb; a weapon that discharges a 50-round magazine at once; a grenade launching machine gun; and a missile launcher with an option to control the missile fly-by-wire (like the CamSpy).



POKÉMON

Gotta catch 'em all!



DVD Episode Guide

There are several Pokémon TV episodes available on DVD, and we're here to give you a rundown of the four most recently released discs. Considering the upcoming release of the second Pokémon movie (be sure to check *Expert Gamer* for details), there's no end in sight for Pikachu's fame.



Volume 13: WAKE UP SNORLAX!

- EPISODE 37
The Battling Eevee Brothers
- EPISODE 38
Wake Up, Snorlax!
- EPISODE 39
Showdown at Dark City!

In episode 37, Mikey's brothers want him to evolve his Eevee. Mikey has to choose between giving in to peer pressure and choosing his own path. Ash and a local hippie attempt to remove a Snorlax after it dams a river essential to the food production of a small town in episode 38. Episode 39 introduces a battle for status between two rival gyms and a town is destroyed in the process. Amidst all this turmoil and destruction, Pikachu loves ketchup.



Volume 14: JIGGLYPUFF POP

- EPISODE 40
The March of the Exeggutor Squad
- EPISODE 41
The Problem with Paras
- EPISODE 42
The Song of Jigglypuff

Episode 40 features a herd of Exeggutor stomping through town—a magician game mad with power is the cause. Ash and friends attempt to help Meowth's would-be girlfriend develop a new herbal medicine. Evolving Paras seems to be the key during episode 41. Finally, in episode 42, Ash helps a Jigglypuff get its voice back. Once that's done, the Jigglypuff puts Neon Town to sleep before beginning on its musical journey.



Volume 15: CHARIZARD!!

- EPISODE 43
Attack of the Prehistoric Pokémon
- EPISODE 44
A Chansey Operation
- EPISODE 45
Holy Matrimony!

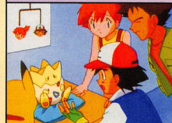
Poké-Darwinism is the name of the game in Pokémon episode 43. During a fossil rush, Ash and friends get pulled into a massive underground cave filled with thought-to-be-extinct Pokémon like Kabuto and Aerodactyl. Episode 44 is a hilarious spoof of E.R. A wannabe human doctor has to treat several Pokémon after a traffic accident. Ash and friends help out while Team Rocket looks on. Episode 45 has James reuniting with his family and being forced to marry.



Volume 16: TOTALLY TOGEPI

- EPISODE 46
So Near, Yet So Farfetch'd
- EPISODE 47
Who Gets to Keep Togepi?
- EPISODE 48
Bulbasaur's Mysterious Garden

In episode 46, Ash and friends are robbed of their Pokémon by a Farfetch'd and a misunderstood Pokémon Trainer. Togepi's Eff finally hatches in episode 47. The cast of characters holds a tournament to see who gets to train it. Will winning the tournament win Togepi's affection? Episode 48 sees Bulbasaur called to a mysterious forest to evolve with his fellow Bulbasaur. He doesn't seem to want to go, but will peer pressure rule the day?



XG's New Pokémon of the Month - JUNE 2000

Pokémon #162: OOTACHI



The evolved form of the raccoon-like Otachi, Ootachi is a large, ferret-like Pokémon. Its adorable body is practically one giant tail. With such a long and strong body, it has a number of snake-like constricting attacks.

Pokémon #163: HOHO



Probably the closest thing to a Spearow in Gold and Silver, Hoho is one of the most common Pokémon found in this new world. This owl-like creature always stands on one leg and no one has ever seen it switch to the other.

Pokémon #164: YORUNOZUKU



The evolved form of HoHo, Yorunozuku's gaze strikes fear into the hearts of its prey. A fierce nocturnal hunter, this Pokémon swoops down from the treetops to feast on small, ground-dwelling Pokémon.

Pokémon #165: REDIBA



A popular lady bug Pokémon, Rediba only comes out early in the morning in Pokémon Silver—this gives *Expert Gamer* editors a hard time in finding her. Cute as this little bug may be, Rediba only has weak Normal-type attacks.

Pokémon #166: REDIAN



Rediba's evolved form, Redian, may look stronger, but it's still a pretty weak fighter. Known as the "Five Star Pokémon," the twinkling spots on its back are often mistaken for stars whenever it flies through the night sky.

Pokémon News Briefs

Pokémon's more popular than ever!



Pokémon Trading Card

Coming on April 10, 2000 is Pokémon Trading Card, a Game Boy version of the ever-popular Wizards of the Coast card game. Like previous incarnations of Pokémon, players guide a character around the Pokémon world. In place of the Pokémon, however, battles are carried out with the cards. Just as you would in the real card game, you'll need to tap energy cards, evolve Pokémon and the like. The overarching goal of Pokémon Trading Card is to defeat the four grand Pokémon masters and become the ultimate Pokémon card player. To do this, you must visit eight card-

dueling clubs and defeat their respective masters. Along the way you'll earn new cards to add to your deck, letting you build the ultimate Pokémon deck. Pokémon Trading Card is great for players not used to the card game and its rules, since it has an easy-to-follow tutorial at the game's outset that teaches players the basics.

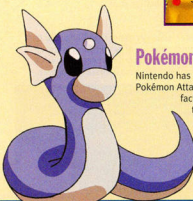
As with the other games, you can link up two Game Boys and play against friends, too. You can even use the Game Boy Printer to print out cards that you've received in the game. In fact, you can find a strategy guide in this issue of *Expert Gamer*.



Hey You, Pikachu!

Recently announced to be released in the latter half of 2000, Hey You, Pikachu! is the English version of Pikachu Genki Dechu. This is a quirky little virtual-pet experience that uses the most unlikely of interfaces—the player's voice. Throughout the game you will befriend and help a neighborhood Pikachu through a variety of life's situations with simple voice commands issued via the bundled microphone. Whiling away the days with Pikachu is an interesting experience, to say the least. You can go fishing with Pikachu, help him collect vegetables for Bulbasaur and play hide-and-seek with a field of Oddishes. Through simple commands such as "Dance" and "Look," you will earn Pika-points, which can be used later in the game to buy items to further enhance your playtime with Pikachu. Pikachu's vocabulary will gradually increase, as will the player's ability to

interact with both Pikachu and the 3D world around him. It's more of a curious little toy than an actual game, but it's a fun toy nonetheless.



Pokémon Attack

Nintendo has added a new game to its Game Boy line-up called Pokémon Attack. Little is known about this game other than the fact that it is a puzzle game. Maybe it's just wishful thinking, but the title suggests a game in the vein of the Super Nintendo über-puzzler, Tetris Attack.

Here you have it, the latest batch of all-new Pokémon from the upcoming Gold & Silver versions of the Game Boy game, which are scheduled to release in the U.S. this fall. We'll be taking you through the entire Pokédex (after #151) as the months lead up to the U.S. release, so be sure to check back every month for more brand new monsters!

Pokémon #167: ITOMARU



Practically the antithesis of Redlba, Itomaru comes out at night in Pokémon Gold. As a bug Pokémon that learns Ghost-type attacks, Itomaru is a great choice when fighting Psychic and Ghost-type Pokémon early in the game.

Pokémon #168: ARIADOSU



Itomaru's evolved form, Ariadosu, is a wasp-like Pokémon that is even more effective against Psychic-type Pokémon than its predecessor. Unlike the pupa Itomaru, Ariadosu has wings and can learn Flying-type attacks.

Pokémon #169: KUROBAT



Another bat Pokémon, Kurobat literally means "Darkness Bat" in Japanese. Kurobat's four wings beat in perfect silence as it glides through the darkness. Does this Pokémon have any relation to our old friend Zubat?

Pokémon #170: CHONCHI



A useful dual-type Pokémon, Chonchi embodies the traditionally-opposed attributes of Water and Electric-type Pokémon. Like the two prongs on an electric plug, each of Chonchi's antennae carry an opposite electric charge.

Pokémon #171: LANTERN



An angler fish Pokémon, Lantern is Chonchi's evolved form. As its name implies, Lantern uses the light dangling from its head to light the ocean's murkiest depths. While it's a powerful fighter, its bright light can alert larger Pokémon.

Pokémon: THE MOVIE 2000?

Finally, the second Pokémon movie has an official title and release date.

Pokémon: The Movie 2000 will be released in theatres on **July 21**. This movie centers around the Pokémon Lugia, found in Pokémon Silver. As with the first movie, *Pokémon: The Movie 2000* will be preceded by a short starring Pikachu and several cute new Pokémon.





A Quick Spring Training Guide

by Todd Zuniga

todd_zuniga@zd.com

Everything is alive and lush; grass is green; trees are sprouting leaves. Baseball season is here, in full-swing, and the only thing worth complaining about is being away from the ballpark.

Luckily, Acclaim has graded us with the best baseball game of the season, and there's plenty to love. We've decided to continue the newfound, burgeoning XG sports roots and ring in the new season with some tips and tricks to prompt your N64-having friends.

These tips will help you outrun, outhit, outslide and outfield your best buds. The main questions are up to you, though. Who's the best shortstop in baseball? Who's going to lead the league in dingers? Ah, yes...baseball, conversation and XG—a marriage made in the cornfields of Iowa.

database

time to complete All summer long
challenge Moderate
best item The Damn Yankees
best new stadium Comerica Park
best advice Don't always swing for the fences, dial

also try Last year's version
system Nintendo 64
publisher Acclaim
developer Acclaim



www.acclaimsports.com

ALL-STAR BASEBALL 2001



Going Deep

The Longball

Homeruns are tantamount to the most precious moment of any sport. Time stops, fans stand then erupt while a white ball takes a long arc into the cosmos. Hitting homers in ASB2001 isn't the easiest task, though. Just like in real baseball, the big hitters are going to come through more than the Punch and Judy guys.

The Contenders

Here is a short list of guys you'll want to embrace if you get into a Home Run Derby or need to start swinging for the fences in a big game situation.

1. **Ken Griffey Jr., Cincinnati Reds**

Simply the sweetest left-handed swing in all of Ohio...

2. **Mark McGwire, St. Louis Cardinals**

With forearms the size of a human head, this guy could intimidate the ball over the wall.

3. **Sammy Sosa, Chicago Cubs**

While he doesn't have as much power as Big Mac, he's only a few endorsements behind. And who doesn't love that accent?

Over the Wall

The position of the hitting cursor will make all the difference in the world. Hold down B and tilt it up about 30 degrees. If you go too high, you'll hit warning track shots; too short and you'll hit line drives. Depending on the position the pitch is coming in, either pull the cursor or push it to "go with the pitch." In other words, act like the plate is split in half for a right-handed hitter. If it's on the far half, move the cursor to hit to the right side; otherwise, pull it down the left side line.

Star Swapping

Modern day baseball showcases a free agent period that views like a swap meet. Here are some old impact faces on new teams.



Ken Griffey, Jr.

"Junior" is arguably the best player in baseball, and now he'll be tagging long balls in the stadium where he grew up watching his father play. Griffey has amassed major stints in his career, so the expectations are high in Cincy. They now have the biggest and newest piece to what will be a new millennium version of the Big Red Machine.



Chuck Finley

There's no argument that pitching wins championships, and there's also little dispute over the fact that the Cleveland Indians are always in desperate need of a good thrower. Chuck Finley skipped Anaheim—peroxide blond 'do and all—to join up with a team that has been close to a World Series since the mid-'90s.



Shawn Green

Toronto lost a superstar in Shawn Green, and we have to wonder if they even know it. Green went west to the Los Angeles Dodgers and quickly signed a hefty-moneyed deal to join an erratic ball club. Last season Green would've been named AL MVP if he could have lifted his former Blue Jays into the playoffs.

The Perfect Game

Throwing Heat

If you want to strike out at least 10 guys a game, you'll have to be patient. You'll also have to throw a lot of different pitches. But the best pitch to throw is sometimes a fastball on the corner of the plate. Set up a high fastball with a curveball low and away.

Changing speeds against human

players (hold down A to take something off the pitch) is the key. Against the computer, it's best just to change location and throw a lot of pitches that start out of the strike zone, but end up in it.

The Usual Suspects

If you want to throw a perfect game or even a no-hitter (something no XG guys have been able to do), here are a few guys you might want to use. Here's a short list.

1. **Pedro Martinez, Boston Red Sox**

This guy has enough dominant pitches to make Cy Young jealous. His screwball is nearly unhittable and his heater tails.

2. **Randy Johnson, Arizona Diamondbacks**

This mullet-headed master will toss a fastball past the center-pitch mark. His slider is devastating and his height is astounding.

3. **Kevin Brown**

Despite a sub-par season (for him), he's always capable of taking over a game with dominating stuff.

Face to Face

Pitching to the computer is always easier than K'ing your best buds. Here's a tip against humans: After you've picked your pitch, move your cursor around toward the cool spots. It's a simple trick, plus a breaking ball is most effective this way.

All photos: Harry Shoup, Andy Lyons, Matthew Stockhaus/Alamy



Hitting Tips

Know Your Competition

Within the first two at-bats of each game, you should make it a custom to remember the pitches that may be thrown. The easiest pitchers to hit will have a fastball, a change-up and two other pitches. Mostly they'll throw straight stuff, so you'll only have to worry about velocity. But beware of pitchers that feature a forkball or a sinker, because they can really put you in a tizzy and you'll find a lot of worm-burner outs on the scorecard.

Hitting the Heat

When it comes to hitting the ball as hard as possible, there's one pitch that makes it easy: the fastball. If you're looking curveball or slider, the ball's trajectory can rarely be properly estimated. So do this: whenever there are fewer than two strikes, be willing to take a breaking ball for a strike. Wait and wait and wait for a fastball. That's where you're going to really put a hurt on. Of course, sinkers look a lot like the heater, so brace for the dipsy-doo.

The Danger of Guesswork

Before a pitcher is set, you'll can't run down his list of pitches. Although you can hold the Z button and then tap a C button to choose the location of the pitch, doing so isn't your best bet. We never do it. In fact, the only time to bother is when there's a 3-0 or a 3-1 count and you want to sit on a pitch. But otherwise, the risk is not worth the reward.

Manufacturing Runs

We all want to homer, but there's a couple things to consider that may score runs just as well. First, hit to the right side if you've got a man on second with fewer than two outs. You'll get the runner to third and if there's a baselit or a wild pitch, you'll score. Also, if there's a runner on third with fewer than two outs, a deep fly ball will usually score them. Home runs are nice, but winning is usually accomplished with simple, hard-nosed baseball.

Fielding Tips

Strong Arming

When fielding a ball or gunning down a would-be base-stealer, you can either float the ball to its destination or hold down Z when you throw. Don't waste time with weak throws. The only time to even consider a slow throw is on a come-backer to the mound. Pitchers are a little wily when throwing to first base.

Playing Tag

Good baserunners won't slide into a ball wrapped in a glove. They'll do whatever it takes to be safe. One sure-fire way to stop a runner from sneaking past a tag is to hold down the B button. This is particularly effective if the runner has overslid the base. Reach back and tag him before he gets back to the bag.

Cold Gloving

The easiest way to read the ball off the bat or in the field is to wait. Once there's contact, let go of your Analog Stick and wait. Once you see the ball, go to it.

Pitching Tips

Five Man Rotation

Some people are going to laugh at this, but it should be said. If you're engaged in a season, you'll have a five-man rotation; do not stray away from that. If you've got a starter getting shelled in the third inning, tough cookies. Don't bring in another starter to complete the job. You'll have to tear through your bullpen and hope for the best. Otherwise, your next starter may suffer a similar fate.

Warming Up

One of the easiest things to forget is warming up pitchers. If you're in the sixth inning and things are getting shaky, go to the bullpen and warm one of the guys up. It's always nice to get a lefty and a righty working, but it's not necessary. If you bring a guy in cold, he'll be completely ineffective and you'll end up cussing more than necessary. If there's a time of desperation, bring in a cold guy, but have another warming up to face the very next batter.

Picking On Runners

Pick off attempts often seem mundane and useless. But we've found that throwing the occasional pick-off move into a pitcher's diet isn't that bad of an idea. Just watch the runner icons: if they're leaning away from the bag, try tossing over there. Remember to hold the Z button so you'll really whip it over there.

Throwing Strikes

Video game baseball can get pretty tedious. The best way to spice it up is by throwing a lot of strikes. Don't misunderstand; you don't want to throw the ball down the heart of the plate, but strikes are the easiest way to get batters out. A good trick is to start breaking balls outside of the strike zone and let them fall in for strikes. One thing to avoid is leaving a curveball at the top of the strike zone. Ever heard of a good hanging curveball pitcher? Neither have we.

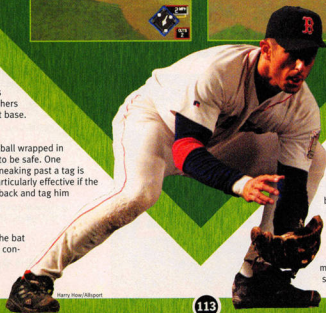
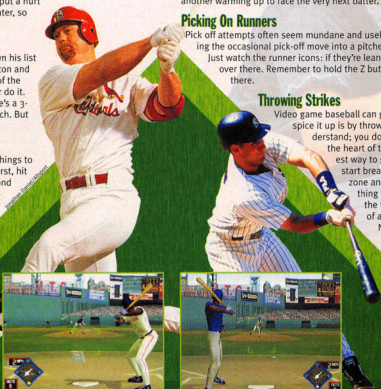
Baserunning Tips

Be Aggressive

The most important part of baserunning is to head for the extra base. A lot of times, and we mean a lot, a double can be turned into a triple. And forget all the C buttons to go for the extra bag—just hammer away at Z to get your there. Also, keep in mind who you're running with. If you're lead-off man is turning the corner at second, there's a better chance he'll get the extra base than a lumbering, one-legged first baseman.

Slip and Slide

If you're going to be great at ASB2001, you'll have to learn to slide effectively. When you're going into a base you can still make it—even if the ball beats you there. Timing is key, too, because sliding too early means you'll get there at a snail's pace while sliding late means you may miss the bag entirely. Just tap A for a foot-first slide when you're probably going to get to the base anyway. But if the ball beats you, or might beat you, hold left or right and hit A. You'll make some wicked hook slides to get you there.



Henry Hoar/Allegiant

Official Contest and Sweepstakes Rules

Tick of the Month:

1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best photo of any video game to "Tick of the Month," P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: ticks@zdf.com. Be sure to include your name, address, and phone number. No purchase or other form of money is necessary to enter. One entry per household. Entries must be received by June 30, 2000. All entries become exclusive property of the sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries may be printed in *Expert Gamer* and/or *EGM*, however, only one prize shall be awarded.

2. Prizes: First Prize winners will have their name listed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$60.00. The best trick submitted by two prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize) one (1) Game24hrs, Game24hrs has an approximate retail value of \$109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about June 1, 2000. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsors should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.

Winners' List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Ticks of the Trade Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be

received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.

5. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

6. Sponsors: This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories, Inc. ©2000 Ziff Davis Media Inc. All rights Reserved. Printed in USA.

Letter of the Month:

1. No Purchase Necessary: To enter, send your letter to "Gamers' Forum," P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: zgfb@zdf.com. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 15th day of the month for the next available issue of *Expert Gamer*. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.

2. Prizes: One Grand Prize winner will receive one (1) Quantum FighterPad for the PlayStation; one (1) Shark Pad Pro for the N64; or one (1) Program Pad for the Dreamcast. Grand prize has an approximate retail value of \$29.99. U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsors should the featured prizes become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," P.O. Box 3338, Oak Brook, IL 60522-3338.

3. Eligibility: Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purpose of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession or use of the prizes.

4. Winners' List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Letter of the Month Winners

List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date.

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Game Over:

1. No Purchase Necessary: To enter, identify the game from the screen shot provided and mail your answer on a standard-sized postcard containing your name, address and phone number to "Game Over Sweepstakes," Issue #71," P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced copies will not be accepted. Entries must be received by June 20, 2000. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.

2. Prizes: Three Grand Prizes: Grand Prize winners will receive one (1) *Expert Gamer* T-shirt (approx. retail value \$20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff Davis Media Inc. whose decisions are final. Drawing to be held on or about June 1, 2000. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable.

3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.

4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. Neither Ziff Davis Media Inc. nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. By accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., its representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes. Winner further acknowledges that Ziff Davis Media Inc. has neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied in fact or in law, written or by any prize, including but not limited to its quality, condition or fitness.

5. Winners' List: For a list of winners, send a stamped, self-addressed envelope to "Game Over Sweepstakes," Issue #72 "Winners List" P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by July 15, 2000. Allow four weeks for delivery of winners list.

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CONTEST #1 - VIDEO GAMES

Sony Playstation Dual Shock, Sega Dreamcast, Game Boy Color, and Nintendo 64 Funtastic Series. Get all four or trade what you don't want for cash. Options include accessories, plenty of games. Sony Playstation 2 and 36" monitor. Base prize package value \$1200.

CONTEST #2 - COMPUTER

700 MHz, 128 mb RAM, 27 gig hard drive, 8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value \$2600.

CONTEST #3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, Hi-Fi VCR and tower speakers. Base prize package value \$7475.

Make It Happen.

All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles.

For each contest you enter, you will receive by mail, four more puzzles at \$2 each and a tie-breaker at \$1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase.

Typically 78% attain the highest score in phase 1, 65% in phase 2, 38% in phase 3 and 31% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. All entry fees must be paid in U.S. funds only. We will not accept Canadian checks. All entries must be post marked by July 20, 2000.

PRIZE PUZZLE #1

WORD LIST

- TOWER - P LEGAL - Y
- EARTH - X EMPTY - V
- WORLD - U WATER - T
- SPACE - W COAST - A
- HAPPY - O FIELD - B
- SHARE - Z BLADE - D

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down.
HINT: Read the secret word clue.

		T					
H							
B	L	A	D	E			D
			S				
						L	

SECRET WORD →

SECRET WORD CLUE:
What comes before tomorrow but after yesterday?

ENTER ME IN THE FOLLOWING CONTESTS:

- (\$3) Video Game (\$3) Home Theater
- (\$3) Computer (\$5) All Three - Save \$4

Name _____ 101

Address _____

City _____ State _____ Zip _____

SEND CASH, MONEY ORDER OR CHECK TO:
ELATION, P.O. BOX 62126 DEPT 953, MINNEAPOLIS, MN 55426

This puzzle is void where prohibited. Employees of Elation, Inc and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Elation is not responsible for lost, delayed or stolen mail. Winners will be determined no later than July 01, 2001. This contest is open to residents of the U.S. and Canada only. © 2000 Elation, Inc.

Value of prize packages as follows: Video Game package \$1200 base prize, bonus options \$2350, cash options \$1250. Computer package \$2600 base prize, bonus options \$2850, cash options \$1250. Home theater package \$7475 base prize, bonus options \$6375, cash options \$1250. For any questions e-mail us at elation@uswest.net.

Clip This Order Form And Mail It

Clip This Order Form And Mail It

Suikoden II



• A Betrayal of Sorts
Leon Silverburg, once a trusted ally in the original Toran Army of the first Suikoden, now



summons a fierce creature from a bizarre blood-letting ritual. It is up to your party to deal with this threat.

• Multiple Endings:

Suikoden II sports several endings and your decisions will affect the outcome. On this page we will show you how to get the best (most complete) ending.

1. Before General Kiba is defeated, you must have all 108 stars (characters).

2. When Namani is about to get hit with the arrow, call out to her. You must be quick—you have about a second to react! You will know that you did it correctly if Dr. Huan calls Shu into the room after the battle.

3. After the battle with the True Beast Rune, choose NOT to rule

the Republic.

4. Do not attack Jowy when you meet up with him again. Only defend in those fights.



True Beast Rune

Rune:	3,300 HP	Right Head:	5,700 HP
Legs:	4,800 HP	Left Head:	4,500 HP

• The Final Battle:

Having a well balanced party is key. One fighter with an Earth rune to cast Anti-Magic spells is a great help. The Hero and one character with a Water rune should cover your

healing needs. Use the hero primarily as a fighter and save his spells for backup healing. To round it out, add one mage with powerful group-damage spells and fighters equipped with healing

items.

• Order of Battle:

Go for the rune first—it causes the most trouble. The feet should be next as they can regenerate the other parts and have less HP. Finish with the heads.



Destroy the Rune, then take out the Beast's legs.

The Aftermath

• A Peaceful World?

Your party is forced to flee the castle as it crumbles around you. While it's thought that your party perishes, they come out relatively intact. Back at Headquarters, a meeting is held to determine the fate of the Republic. Choose not to lead and you will be given a chance to reconcile your past. Before you go, Viktor and Filk will try to convince you to stay. It is now time to see Jowy once again...



As the boss dies, the castle begins to crumble around your party.



Reluctantly, you choose to leave rather than rule. (optional)



As you go, you meet with some half-hearted resistance.

Jowy - A Return to the Beginning

• Keeping the Promise:

After you leave the castle, head back to where the final battle took place. From there, take the path to the southeast; this will lead you to the mountains where you and Jowy originally parted ways. No matter what happens, do NOT attack Jowy. Choosing not to fight will earn you a better ending.



You meet up with Jowy where you last saw him.



He quickly challenges you to a final duel.



You find out that your sister did not really die.



Everyone sets out for a brand new adventure.

GUESS THE GAME ENDING AND WIN!

Have we made the last couple contests too hard? You've got us wondering if you're expert gamers or, well...you've just got us wondering, OK? Give this next one a try—it's not too bad! Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than June 20, 2000! Send entries to Game Over #72 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.



CLUE: Playing god on the SNES...

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EXPERT GAMER™

July 2000

On sale June 20

Sold Snake is back! That's right kiddies, **Metal Gear Solid** is coming to a Game Boy Color near you soon. The handheld MGS is outstanding and *Expert Gamer* will show you everything you need to get through the tough spots. We'll stay with the tactical espionage theme with our contin-

uing coverage of **Perfect Dark**—this time focusing on multiplayer tactics. Want to catch some air? *XG* will deliver next month with two high-flyin' games in **Excitebike 64** and **Grind Session**. We'll also cover the RPG angle with a full-fledged strategy on Sony's **Wild Arms 2**.

Feature Story



Excitebike 64 is a stellar game. Kick-start your moto-skills with XG's strategy.



Snake's on the run havin' old-school 8-bit fun. **Metal Gear Solid** for GBC is a classic, and we'll break it down.

Feature Story



On sale June 6

July 2000

This year's Electronic Entertainment Expo is as eagerly anticipated as any E3 in history. Be sure to look in next month's *EGM* for all the latest E3 news.



The review crew weighs in on Tony Hawk's Pro Skater for Dreamcast. Will it live up to the standard set by the PS version?

ELECTRONIC GAMING MONTHLY™

What will this year's **E3** have in store for us? What does Sony have up its sleeve? A new Spyro, perhaps? Or a new Crash? Will Sega be showing next fall's sports games running on its network? We know you can't hardly wait to find out, so *EGM* reveals some of the

expo's best games. Don't miss this early look at the latest and greatest for **Dreamcast**, **PlayStation2**, **Nintendo 64** and **Game Boy Color**. Finally, we'll have our usual assortment of exclusive tricks and features.

Official U.S. PlayStation Magazine™

July 2000

On sale June 13

Expect to see some changes around these parts next month. *The Official U.S. PlayStation Magazine* is going to be something different from our July issue onwards, so look for a bigger, better and brighter magazine. We'll still be bringing you an exclusive CD full of games every month, and we'll still be bringing you all the PlayStation and PS2 info you could possibly want. It will just

all be wrapped in an even groovier package than ever before. What exactly will you see? We'll be bringing you special U.S. launch details including price, launch date and an actual games lineup. We'll also be taking a closer look at **Tony Hawk's Pro Skater 2** and the new **Crash Bandicoot** and **Spyro** games. Watch out for more PlayStation2 game announcements as well.

Feature Story



ANOTHER HUGE DEMO DISC!

PLAYABLES

- Tony Hawk's Pro Skater 2
- The Legend of Dragon
- MLB 2001
- Star Trek Invasion
- Mr. Driller

NON-PLAYABLES

- Jedi Power Battles
- Tenchu2
- Covert Ops: Nuclear Dawn

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Alien Resurrection	04/00	\$39.99	Fatal Fantasy 9	11/00	\$49.99	PSX Bad StreetKicks	03/1998	\$28.99	Alone in the Dark	08/00	\$49.99
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Armored Core Meir Arena	03/00	\$39.99	Final Fantasy III	03/00	\$39.99	PSX System	06/99	\$108.99	Boarder	04/00	\$49.99
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